

A NEWSFIELD PUBLICATION
No.14 December 1986
£1
AMTIX!
MONTHLY SOFTWARE
REVIEW FOR THE
AMSTRAD
COMPUTERS
Slay a
host of dragons with
EIDOLON
Activision
Bored with
football:
Then get
to grips
with
XENO
from A n F
PREVIEWS
KETTLE (Alligata), THANATOS (Durell),
IKARI WARRIOR (Elite),
SAS STRIKE FORCE (Mikro Gen),
BUGSY (CRL)
BOMBJACK 11 (Elite),
MAPPED
DAN DARE and
PANZADROME
WIN PRIZES GALORE
IN THIS MONTH'S
BUMPER
ISSUE!



ISSUE 14 DECEMBER 1986

AMTIX!

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A NEWSFIELD PUBLICATION

COVER BY IAN CRAIG

DECEMBER'S PICK OF THE SOFTWARE CROP

AMTIX! COMPETITIONS

THE MAIN HEADINGS

THAT WAS THE MONTH THAT WAS

It's mega, it's packed, it's fun, it's interesting, it's revolutionary, it's spellbinding, it's informative, it's honest, it's the tops, it's the AMTIX! CHRISTMAS SPECIAL and it goes on sale on 4th December with your free copy of LM stuck to the back. All for a one off price of £1.25!! If you miss it you'll have a terrible Christmas!


An Inferno
The place ... the deepest, tortur
The plot ... to attack your senses with the finest
to the ultimate test, turn your
Your reply ... keep your cool a
Are you capable of mastering the most exciting
CRYSTAL CASTLES
The legend is born. Summer '84, a computer game was created, a game that made the blood of all who played it flow through icy veins. It travelled through the dusty vaults of the software underground, surfacing here and there, creating a Legend. Now the Legend is born.
Crystal Castles is a once in a lifetime opportunity to experience a true software legend. A legend that will continue because it is to be produced as a Limited Edition. Now that you've heard of it you must buy it otherwise you'll have missed a true software experience.
CRYSTAL CASTLES
Diamond Plateaus in Space
GAUNTLET
Enter the world of monsters and mazes. Travel the path of mystery and combat in search of the food that replenishes your 'health'. Your way is barred by an array of monsters and legions of enemy beings but they are not your only foe in the quest for food, treasure and magic potions – your fellow players compete in search of the same good bounty.
U.S. GOLD
GAUNTLET
TAPE
£9.99
DISK
£14.99



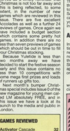
o of Arcade
tion
ridden depths of your being.
selection of arcade classics yet seen. To put your reflexes
alertness into mind boggling hysteria.
temperatures soar and joysticks smoulder.
range of coin-op conversions ever presented.
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In the event of your surviving wave after wave of enemy onslaught you will encounter the controlling force of the Xevious offensive; the Andor Genesis Mother Ship! This is your goal. A direct hit to her central reactor will disable her, but do not be lulled into a false sense of security. Xevious forces will soon re-appear to renew their attacks with increased determination!
BREAKTHRU
Another classic Atari coin-op hits the 64!
ZZAP 64
BREAKTHRU
Your mission – retrieve PK430 your country's revolutionary fighter ... location – 400 miles behind enemy lines ... possible enemy armaments – flame throwers, helicopters, tanks, jeeps, landmines ... your equipment – the world's most sophisticated armed vehicle ... enemy strongholds – prairies, cities, mountains, airfields, bridges ... mission status – vital ... mission consequences – world peace ... mission objectives – you must ...
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388
U.S. GOLD
All American Software


KAT TRAP
PLANET OF THE CAT-MEN
Kat Trap is the winner of the "Crash Magazine" 'Genesis' competition. This game was selected out of 4000 entries and has been programmed by the top rated Design Design team, (need we say more).
Spectrum 48/128
Amstrad CPC
£8.95
Programmed by
Design Design
STREETWISE
STREETWISE SOFTWARE IS A DOMARK LTD LABEL
204 WORPLE ROAD, SW20, LONDON 01-947 5626





CHRISTMAS CHILL

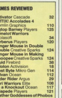


The recent frosty mornings have served as a timely reminder that Christmas is not too far away and this is being reflected, to some extent, in the number of new games which are reviewed in this issue. There are five excellent Accolades as well as a further 24 reviews of games. Once again we have included a budget section which contains some pretty hot games. In addition there are no less than seven previews of games which should be out in time to fill your Christmas stocking.

Because Yuletide is less than two months away we have decided to start the festive season early and this issue contains no less than 10 competitions with some mega first prizes and loads of runners up gifts too.

Next month's bumper Christmas special includes Issue 0 of the new magazine for young men called LM absolutely FREE, and in this issue we have a look at its launch to the media and public in London.

GAMES REVIEWED



A MESSAGE TO PHIL CUNLIFFE

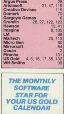
The writer of this month's Letter of the Month is Phillip Cunliffe of Bolton, Lancashire. Unfortunately silly Saffron has lost his address so we can not send him his vouchers. If you are reading this Phil please get in touch soon!

A SLIGHT BLUNDER

In last month's AMTIX! an advertisement by Ariolasoft stated their new game, Deactivators, was 'out now'. In fact it should have stated the game was 'coming soon'. Slapped wrists all round and apologies to our readers are the order of the day.

That's about it. Time to start work on the BIG Christmas special.

ADVERTISERS' INDEX



ALL CHANGE AGAIN!

It's typical isn't it? Just as you think you've got a decent team together one of them decides to go wandering off in search of pastures new. The culprit this time is that lounge lizard, Lee Paddon, who has deserted me as Assistant Editor and defected to the other side, in this case the CRASH camp. Obviously he found the pace much too hot. So who's replacing him? Well, Richard has sprouted wings and flown a fair way up the masthead to become Software Editor, which has pleased him no end. With Rich leaving the general reviewing team we've had to draft in some replacements. Leading the Mutant Reviewing team from now on will be our very own pet Italian, Massimo Valducci, who has been playing with an Amstrad for a good four months now and has become an excellent critic on the standard of games.

Assisting him, as and when time permits, will be Rich and Techno man, Tony Clarke. Other comments will be coming from Mike Dunn, or Skippy for short, one of the original commentators for AMTIX! Tony, although not leaving his post as Technical Prat, has now become Amtipster and will be solving your dilemmas each month. But for me, your ageing editor, well, I'm still here for the plain and simple reason that no-one else could handle this lot!!! Which reminds me where's my tranquillisers?

AMSTRAD £8·95
ZX SPECTRUM £7·95
COMMODORE 64 £8·95



Sequel to the hugely successful Kung Fu simulation.

Eight more deadly opponents to combat as you develop your karate skills and advance to become a black-belt master.

Authentic fighting moves with 4 different locations create an outstanding and realistic atmosphere.

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ON THE SPOT

A SACRED TRAVESTY

Just look at what the software industry has had to go through this month before finally being rolled up and posted through your letter box on nice shiny paper. Games come and go, as do the people, people that populate this "industry" that we serve are sure an odd bunch. We follow their progress, encourage them to produce good product, and publish a magazine to support their product; and then like anything that becomes a success they turn against us, build a wall and knock it down — pointless. Newsfield, as a whole, has become the template of computer journalism — beginning as a small company when software producers were eager to help and now we have made it to the top there would appear certain factions that want to see the mighty crumble and begin seizing any opportunity to throw unfounded rumours in our direction.

This forms the start of my debate page, dubbed *Lashout*. It will begin next month in the Christmas special when I will group your views together on certain subjects. So, by next month I would like to hear of your experiences with people in the industry, how they treat you with a faulty game, how they respond to your plea for lower prices, are they interested in you at all?

If you want to contribute to the OTS Lashout page then write to me at: SAFFRON TREVASKIS, Lashout, AMTIX! Magazine, PO Box 10, Ludlow, Shropshire. SY8 1DB. If you want to make it into the Chrissy special then your views must be with me by the 13th of November. The usual address still applies for your lighter OTS letters and although I have received a few recipes for the AMTIX! Christmas pudding I would like some more, in by the 13th please. Right then, over to you . . .

LICK, LICK, DROOL, SLOBBER

LETTER OF THE MONTH

Dear Saffron

You know, on average nine out of ten OTS letters have some irritating, sychophantic grovel plastered somewhere in them. So my letter will too, only very quickly though: "Mouth open . . . Saliva pulsates, tongue appears, curling around your mag, groveling and licking" . . . Great mag.

1: The balance of Playability and Graphics in a game is becoming more and more important. The most common fault with games is that too much attention is paid to the graphics and not enough to the playability. An example is *STAINLESS STEEL*, with amazing graphics, yet lacking in playability because its simply too difficult.

Originality in games plays an important part in playability, because many products are very similar, ie combat games and 3D games. People get bored with them and often they are too easy, because of the similarity in game play to other releases. If programmers would concentrate more on the actual gameplay rather than graphics, and then when the game is complete, put the "icing on the cake" by improving the graphic display.

2: Arcade Conversions

Surely an Arcade conversion can only go so far. All credit to Imagine for cramming *Yie-ar Kung Fu* into Arnold. However, *GHOST 'N' GOBLINS* by Elite has good graphics, but lacks so much ie nappy mode and weapons. Obviously this was because not enough memory was left for these vital characteristics of G & G, yet the Spectrum version, which has only 48k, has both these. *Dragon's Lair* must be THE hardest game to convert, because it runs by laser disc. So how on earth can it be converted to Arnold without being so abyssmally lacking in graphics, sound and immensity. I hear that US Gold (yes, the people that brought us that excretion, *WORLD CUP CARNIVAL*) have announced Christmas arcade conversions, like *EXPRESS RAIDER* and *GAUNTLET*. Let's just hope they are good!

3: Terminal Man

Why scrap this Oliver Frey masterpiece? Eh?? It's brilliant with excellent characters and story line. Please bring it back with a brand new story as it's really exciting.

Philip Cunliffe, Bolton, Lancashire

1) Hummm, yes, think I agree with you on that point.

2) Yes, I was rather disappointed with G and G, I suppose it could have been better. *Dragon's Lair* looks interesting but we'll see if it comes up to standard when reviewed, next issue hopefully!

3) We didn't scrap Terminal Man, it's just that it happened to come to the end of the first series. Oliver is contemplating doing a sequel and you'll be the first to know when he begins working on it.

ST

TROUBLE LOADING MY GAMES

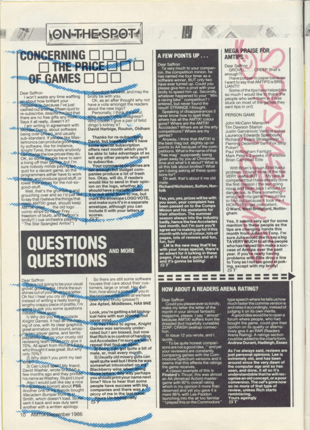
Dearest Saffron

Thanks for the brill mag, it's superb! Enough of this praise and down to work. I bought a budget game called the *Wild Bunch* from **Firebird**. I rushed home bursting with excitement, but alas it didn't work on my 6128 and kept printing "memory full". I returned it to those nice people at **Smiths** and received *Spiky Harold* from **Firebird** in return. Again it didn't work, but this time it just didn't print anything at all. All my other games work fine, I also had *Harvey Headbanger* as well, and guess what? It didn't work did it? No! Why am I so unlucky with **Firebird** games? PLEASSSE tell me.

John Neill, Telford, Shropshire

I'm afraid I can't honestly tell you why, it might have something to do with the fact that they are producing games on a much lower budget. If you want to find out for sure give them a ring on 01 631 5206. I'm sure someone will be able to offer useful advice to you!

ST



CONCERNING □□□ □ THE PRICE □□□ OF GAMES □□□

Dear Saffron
I won't waste any time waffling on about how brilliant your magazine is, because I've just cashed out another fifteen quid to re-subscribe, despite the fact that there are no free gifts any more. Says it all really, doesn't it?

I am writing in agreement with Michael Tsang, about software being over-priced, and usually sub-standard. If people like Mastertronics can produce good quality software, like for instance, *Knight Tyme*, then surely anybody can charge the low prices they do. OK, so some people have to earn a living off their games, but I'm sure nobody minds paying ten quid for a decent game, so the programmers either have to work harder, and produce good stuff, or lower their prices for the not-so-good-stuff.

Well, that's the grumbling and grouching over and so I'd just like to say that I believe the things that made AMTIX! great, should keep AMTIX! great . . . the old logo . . . comic strips by Oliver Frey . . . , freedom of blurb..and Saffron's brolly!!! (cue orchestra playing "The Star Spangled Amtix!")

Goodbye, farewell, and may the brolly be with you.

Oh, as an after thought why not have a vote amongst the readers about the new logo?

Personally, I think it's awful. Who agrees? Who disagrees? Who couldn't give a pair of fetid dingo's kidney's?

David Harbige, Routon, Oldham

Thanks for re-subscribing David, but hopefully we'll have some special subscription offers next month which you'll be able to take advantage of as will any other people who want to subscribe.

Your comments on games are fair enough but budget companies produce a lot of trash too. Okay, will do, if readers would like to send in their opinion on the logo, whether it should have a metallic sheen on it or not send them to me, but mark the envelope LOGO VOTE, and make sure it's in a separate envelope, although you can include it with your letters or scores.

ST

A FEW POINTS UP . . .

Dear Saffron
Ta very much to your companion, the competition minion, he has named me four timer as a software winner, BUT only two have ever turned up. Could you please give him a prod with your brolly to speed him up. Secondly, whatever happened to your "Win a racing bike" competition? I entered, but never found the result! STRANGE I thought.

Speaking of disappearances (I never know how to spell that) where has all the AMTIX! colour gone? Where are the AMTIX! Accolades? Where are all the arty competitions? Where are my games?

Anyway, I think that AMTIX! is the best mag out, slightly up on points to AA because of the competitions. What is the name of that "free mag" supposedly being given away by you at Christmas time and what's it about? What is all this talk about brollies? What am I doing asking all these questions for?

Oh well, that's about it me old mate.

Richard Nicholson, Sutton, Norfolk

Yes, yes, yes, prizes will be with you soon, your complaint has been passed on to the Comps Minion and his assistants for their attention. The summer season always hits the industry badly, hence the few Accolades last month, but I'm sure you'll agree we're making up for it this month with lots of colour, lots of pages, lots of reviews and fun, fun, fun!

LM is the new mag that'll be with your Xmas special, there's an advert for it lurking in these pages, I've had a quick lot at it and it's gonna be biiiiiig!

ST

MEGA PRAISE FOR AMTIPS

Dear Saffron
GROVEL. . . . CREEP (that's enough?)

I have put pen to paper because I want to say that AMTIPS is BRILLIANT!!!

Some of the tips have helped me so much I would like to thank the people who sent them in (I was stuck on most of the games they sent tips in on!)

PERSON GAME

John McCann Marsport
Tim Dawson Starion
Justin Garvanovic Various pokes
Laurence Edwards Spellbound
Richard J Evans Strangeloop
Fleming Dederson Sam Fox Strip Poker!!
Paul Wittingham Fairlight
Mark Peters 3 weeks in Paradise
Brian Campbell Elite

With Brian's tips on *Elite* I had a problem. I found most of the tips VERY useful BUT . . . My rank is competent but I have already done the first mission (the sun going nova) and Brian says I should be dangerous. Is there something wrong with my game? I would like to find out because it took me 4 MONTHS to get competent.

O Ward, West Bridgford, Nottingham

Yes, it seems very apt for some mention to these people as the tips are changing hands this month from Julian to Tony. I'm sure Julie would like to say a big TA VERY MUCH to all the people who has helped him make a success of Amtips over the past year. If you're really having problems with Elite drop a line to Tony as I not too good at poking, except with my brolly!

ST

QUESTIONS QUESTIONS AND MORE

Dear Saffron
This is not going to be your usual grovel, grovel letter. I think the sun shines out of your anus type letter. Oh No! I hear you cry oh yes! Instead of writing a really boring lengthy crappy piece of prattle, I'm going to ask you some questions instead. Here goes:

1) Why did you not accolade *Knight Games*. It had all the making of one, with its clear graphics, great animation, brill sound, amazing two player game, and terrific playability. But no your crusty old reviewing team could only give it 70%. All apart from Richard Eddy who thought it was great. But why only 70%?

2) Why didn't you print my last letter?

3) Can Lloyd spell? My friend, David Washer, wrote to ZZAP a few months ago and they printed his name as Washey. Stupid Lloyd!

Also I would just like say a nice thing (shock! horror!) about **PSS**. Another one of my friends bought *Macadam Bumper* from W.H. Smith, which doesn't load. So he sent it back and was duly sent another with a written apology.

So there are still some software houses that care about their customers, large or small. Hey Saffron, how about a picture of you in the next issue because all we have seen is you brolly (please?)

Joe Apted, Middlesex, HA9 9NE

Look, you're getting a bit biological here with sun shining, but never mind.

1) Yes I have to agree, *Knight Games* was seriously underrated but I am biased, but now that Rich is in control of handing out Accolades I'm sure we won't repeat that foul-up again.

2) Sorry, I do get quite a bit of male, er, mail every month.

3) Usually old misery guts can spell quite well but I think he was somewhat intoxicated on my Blackberry wine when doing those letters. Any way perhaps you should print your name next time? Nice to hear that some people have success with big companies and there was a piccy of me in the last issue.

Yours Un-biologically

ST

HOW ABOUT A READERS ARENA RATING?

Dear Saffron
Could you please ever so kindly, make my letter the letter of the month in your almost fantastic magazine, please. I say "almost" because AMTIX! suffers from the dreaded (but hopefully cureable) ZZAP, CRASH (wallop) connection.

In issue 12 you wrote, and I quote...

"To be quite honest comparisons are not a good idea.." and yet your reviewers are constantly comparing games with the Commodore/Spectrum versions and it seems that this effects the ratings the game receives.

A classic example of this is **Firebird**'s *Thrust*, this was almost an AA (Amstrad Action) mastergame with 92% overall rating which in my opinion it more than deserved and yet you gave it a mere 86% with Lee Paddon launching into the all too familiar "I played this on the Commodore" type speech where he tells us how much faster the commie version is and rates it accordingly, instead of judging it on its own merits.

A good idea would be to open a forum where people, who had bought the game, could give their opinion on its quality or alternatively give it an RAR (Readers Arena Rating). A ratings section could be added to the charts form.

Andrew Durant, Hadleigh, Essex

As I've always said, reviews are just personal opinions. Lee is extremely old, and has been around since the very dawn of the computer age and so has seen, and done, it all so it's understandable that he will recognise an old concept, or a poor conversion. The oaf's gone now so no more of that type of review, unless Rich starts reminiscing.

Yours ageingly

ST

CHEAPER GAMES FOR THE IMPOVERISHED

Dear Saffron

What an amazing, brill, fab mag! I have read all of your excellent twelve issues, and am going to buy one of your beautiful binders.

Thanks for the free posters that you gave away. Are the posters that you are selling going to be available framed? And why haven't you printed a picture of yourself? Everyone else has, and I'm sure that your immense beauty would brighten up the pages of ots no end (grovel, grovel).

I have had my trusty CPC464 for about two and a half years, and it is in perfect working order, so a big thank you to his highness. Alan Sugar (god bless him).

I have a point about software pricing. I only get £1.50 a week so I usually have to go for budget games. Games should be priced £0.95 or £1.95.

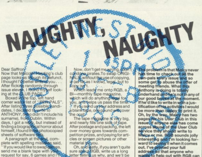
Anyway, thanks for a brill mag and keep up the good work!

Gareth Knight, Manchester, M21 1LT

The posters aren't actually available framed but you can do it yourself, as they look great. Thanks for your comments not much answering to be done here . . .

Yours Gratefully

ST



NAUGHTY, NAUGHTY

Dear Saffron

Now that Malcolm Harding's club page looks as though its defunct, I thought I'd better write to you . . . After flicking randomly through issue eleven, I found myself looking at the CLUB PAGE.

Boxed in the top, left hand corner was a list of "PEN-PALS". After listing three possible candidates, I decided to write to ANTHONY, (who didn't include his surname), from Dublin. Within days, I got a reply, but instead of finding a biographical horror about himself, I found three photocopied sheets of software lists.

A paragraph at the end, complete with spelling mistakes said, "If you would like to swap games, send me a blank tape with your request for say, 6 games and I'll copy them for you."

In my view it's that sort of thing which gives, 'SOFTWARE SWOPPING' a bad name.

Now, don't get me wrong, I don't condone pirates. To swap ORIGINALS, without the use of copying, is (as far as I know), legal, but to copy isn't.

Which leads me onto RGB, a BI—monthly tape magazine, which will do anything legal for you, and helps us pass the time.

If you send us your address and a blank tape, one pound will cover the cost.

The tape magazine is very big, and nearly fills one side of tape. After postage and packing, the left over money goes towards competition prizes, and paying for articles or screen pictures or other material by you.

Oh, and lastly, if you aren't quite sure about RGB, write us a long letter telling us why, and we'll be happy to reply.

Glenn Carey, The Haven, Coverack, Cornwall

The problem is that Malcy never has time to check out all the pen-pals every issue and so some get to abuse the offer of meeting friends. What this Anthony is doing is totally underhand and he's not in any of our good books at the moment. If he'd like to write in with a justification of his activities I would be more than happy to print it. Oh, by the way, Malcy has two pages for his User Club in this issue. If anyone else has come across abuse of the User Club service they should write to Malcy or me. RGB sounds jolly interesting and I'm looking forward to seeing it when it comes out. I've printed your full address so that anyone who wants to help out with RGB can get in touch.

ST



DOODLEY SQUAT FEMALE OPINIONS

Dear OTS
Back in the good old days when "girlies" were not mentioned in computer mags at all, I used to think that sexism was a bad thing. But since Saffron "something Greek" took over the OTS pages, I have changed my mind.

In the post, the AMTIX! letters page has contained some less than serious, banal or even rubbish type letters, but these have all added a little light relief and sometimes humour to liven up the issue.

If in future, letters such as "Is Crumbly wearing falsies" (issue 12) from Saffron's Scandinavion friend are going to be considered so good as to be made "letter of the month", I for one, will give up reading OTS and suggest that AMTIX! goes back to being a male dominated publication, because obviously female opinions are not worth doodley-squat.
Sameer, Sunningdale, Berkshire.

No, that month we were all rather annoyed with the amount of complaining letters we had so when Crumbly's Falsies came through the letter box it cheered us up no end. However, OTS is not only a platform from which to air your views but also somewhere where people can exercise their humour and wit, which is often the case and something I have nothing been against. Anyway, I can only print what I am sent be they doodley-squat or serious so it's all up to you lot out there . . .
Yours Doodley-squattingly
ST

TOP OF THE DOOBRIES

Dear Saffron (She of the brolly)
Great mag! shame about the faces (no offence Oli, they're just ugly) Well less of the lick, lick, slap, slap and on with the thingy. For some unknown reason I felt inspired to write my own software charts for the Amstrad.

Well here goes:—
Tomato Fork — Digital Interigation
Dragon's Flairs — Software Rejects
Next Door — Resign Resign
World Cup CON-ival — US Coal
Turd Runner — Hairy-ace-sole
Mandrabore — Infartgram
Wart — Fartech
Salami Mice — Puddle
Moon Crusty — Incensative
Leader Bored — US Coal

Well as you can see they are different, but a crafty way to take the micky. Weren't they funny (HA, HA, sarci laugh, HA!) Any more funny and I'll split my sides!!

You better print them, people need to know the charts. Well Saffron at least someone has read it! namely you.
Stephen Swain, Holywood. Birmingham

Ho, ho, ho, ho, ha, ha, ha (etc, etc . . .) Yep, nice one Steve. Any other charts from aspiring satirists?
ST

FROM RUSSIA WITH LOVE?

Dear Ms Russian sounding name
Hello there comrade, how do you like it at AMTIX! Towers then? I'm sure it beats sitting around singing that song from DR ZHIVAGO, whilst eating a snow sandwich all day, doesn't it! Since your arrival in the mag I have noticed that you have DEFLECTED from the Amstrad rules, I mean of course Talking to Lloyd Mangram. And you have even stooped so low as to use his typewriter! all because there is a slight chance that you might break your finger nails! Have you forgotten your Russian motto already? (Amstrads first, finger nails later), if this continues, I'm afraid I will have to report you to your superior, so be warned.

Also your replies to the letters printed say things like "Well didn't you see that in last month's issue? When the letters are two months old, can't you do the letters a little quicker comrade?

Any roads up, I have to be going now to get some more snow for dinner, leave Lloyd alone, and work quicker. HOLD IT, October's edition has just popped through the door. YUK!, What's that on the front cover, oh no, it's the new logo, I don't like it comrades, it looks like writing for two year olds to read, Oliver's talents have been wasted here comrade, get rid of it! OH NO!, you are planning to live with Mangram? you fool, you idiot, you will never be able to watch Dr Zhivago ever again, after your superior has seen this. Goodbye Comrade. Hope you enjoy Siberia!
Justin Masonski, Isle of Wight, PO37 7DY

Er, actually I'm not Russian in the slightest. In fact I come from the west country, just round the corner from Rich actually. Don't worry about me and Lloyd we get on fine, brill. (He's gone now, he was sitting beside me then, really he's an arrogant bloke who does nothing but sit around read letters and mope, he's no fun)
Yours Continentally
ST

BE FAIR TO AMSOFT?

Dear AMTIX!
May I first congratulate you on producing such a first class magazine, both in content and quality, and, secondly, say how well you are holding the fort at being the best AMSTRAD magazine available at the moment. Ever since issue one you have maintained a high standard, which at all times must not be dropped. I will admit, you have had a few lapses every now and then, but only vey slight ones at that. (Nothing that will effect your high number of readers, of course).

With that in mind, I was so pleased to read in the September issue that you were making changes to the magazine, such as making the release date at the beginning of the month (giving you an advantage over your closest rival, AMSTRAD ACTION), and also that you were releasing a new publicaton, that will be given away free in your Christmas edition of AMTIX!

Anyway, moving away from the topic of AMTIX! (did I hear a sob?) (Sob, sob - ST), I would like to comment on the quality of AMSTRAD computers, and the hardware and software available for them, especially the ones that AMSOFT provide. Yes, I know that a lot of people think that AMSOFT charge too much for their club and generally produce bad pieces of software, but I think quite the opposite. The experience I've had with AMSOFT is through my dad, as he's subscribed to them ever since they started, making full use of the discounts available saving in the region of £150, what with all the hardware and software he's bought. So really £20 a year, (which is really £8, as the 12 issues of AMSTRAD COMPUTER USER, which he would buy anyway, knocks off 12 of the 20 pounds), is fairly good value for money. And, as you can see, I have used our "AMSOFT Advanced Amsword word processor" on our DMP2000 to print this letter. So, along with our DD1 disk drive I can only say how impressed I am with AMSTRAD and AMSOFT (although, perhaps some of their games aren't exactly up to ACCOLADE standard).

Anyway, on the same subject of games, I would like to view my opinions on certain aspects of software (you did ask for opinions didn't you, so it serves you right if you fall asleep during this letter!!!). To start with, the price. The price of software these days, especially games, I think, is a might over priced, meaning, a pound or two too expensive. Now, I know it costs quite a lot of money to produce a piece of software these days, but take the example of *HARVEY HEADBANGER* or *KNIGHT TYME*. Both these games are under 3 pounds and both would top many a nine or ten pound game twice over, as I'm sure you'll agree. But that's not saying all nine or ten pound games are not worth the money, far from it. I mean, *SPINDIZZY*, *TAU CETI*, or *TOMAHAWK* are games for which I would part a tenner, any day, but the fact that whether I mind paying that much is a different matter. It's even worse for people who have to buy games on disk. If only Omar Amhad's idea (see September issue), of grading software first, before selling it, could be put into practice.

Anyway, if you've managed to get through my letter without nodding off once I congratulate you. No, seriously now, I would just like to wish you all the best of success in future issues and may it rain all day and every day in your office so that you can put your brolly up and keep dry, as you watch your fellow work mates suffer, as they get soaked to the bone. (Sorry, everyone ar AMTIX! TOWERS!).
Mark Pollard, Worcester Park, Surrey.

I'm afraid I find it very difficult to see your point of view concerning AMSOFT, in my personal opinion — as opposed to a general editorail view — they have given their customers a very raw deal, especially when they produce games of the standards we have been seeing recently. However, it is nice to hear from someone who is happy with their service. Yes, as I said last month certain companies do seem to be charging ten quid for games that obviously aren't worth it. What annoys me is that these companies don't seem to realise the standard of games. In the end it is themselves who will suffer because the public will not back them anymore. It is interesting to note that I've never received a letter from a company on this subject, so come on folks you know the address by now . . .
Yours desirably
ST

IN DEFENCE OF DESIGN DESIGN

Dear Saffron
I am writing to you because I feel that I should come to the defence of **Design Design** after they were criticised in your October issue by N H Opie.

On the point of help I can only recount my own experiences which are as follows: on Saturday, September 13th, I bought a copy of *Forbidden Planet*, loaded it and was very disappointed with the similarity between it and *Dark Star*. The same for *Halls of the Things* which is on *Forbidden Planet* and also on *Working Backwards*. I felt that I had been a little cheated so on Monday, September 15th I rang **Design Design** as I was in Manchester on a Logo course.

They arranged for me to swop *Forbidden Planet* for *NEXOR* so I called round to their address to swop it.

When I arrived, not only did they swop the disk, but they also allowed me to keep the *Forbidden Planet* disk!. So I now have both *Nexor* and *Forbidden Planet* for the price of one disk. I also came away with lots of posters for the school computer club.

As I said, this is only my experience, but I just thought that **Design Design** deserved a mention after being criticised.
D Hollett, Liverpool, L24 2UF

It's very nice to receive a letter of praise from one of our readers with regards to a software company. All too often they appear to have no regard for the customer once he has bought a copy of their game. Design Design deserve a pat on the back for the way in which they handled your complaint and you deserve a gold star for your initiative.
ST

THE CASE OF THE MISSING PRIZES (PART 5)

Dear Saffron
Or may I call you Treva, or Saffron, or maybe Saffy? any-old-ow I'm sorry. Yes, I'm deeply, remorsefully and truly sorry. Your's is a sparkling mag, I can't praise it enough but I have a complaint. Yes meagre little me actually feels compelled to complain, and it's not even an original nag. Competition prizes! Yep you told me on the 17th July that I had won a super disk drive in the "Present For a Dragon" comp and now, over nine weeks later it still hasn't arrived. I know it's not your fault but I just hoped that you could find out what's happened to it. Thanks. I like the idea of having the reviewers' pics by their write ups, do you think it would be a good idea to have a pic of the whole team? I'd like to see what you all look like.

I preferred the old AMTIX! logo to the new one and I'm quite disturbed by your readers' apparent lack of imagination. The old logo was easy enough to read and very original and eye catching. Your mag's still the best, keep it up!
Phil Irish, Monkmoor, Shrewsbury

You can call me anytime, Phil, I mean anything. (Freudian slip there) Once more, mega apologies about the prizes, they'll come eventually. A picture of the whole team? Maybe at Christmas eh? Humm, the for and againsts of the new logo do seem to be about 50-50, we might have a metallic shine to it soon though — but it is mere speculation.
Yours metallically,
ST

POVERTY STRICKEN

Dear Saffron
Your mag is fantastic (that's the creeping out of the way), but I have two complaints (?) Your reviews are normally very good, but why did *Speed King* only get 31%? It's not a bad game. Secondly, I'd like to say that Omar Ahmed, in the September issue is spoilt. I know that pricing games on quality is a good idea if you are stinkin' rich. I get £1 a week and can only afford budget games, if his plan starts, I would only get crud games.

If you don't print this letter I'll stop reading AMTIX!, So there!
Nicholas Thompson, Sale, Cheshire

It's surprising the differences of opinions that *Speed King* has raised over the last month, poor old Richard even had an irate reader on the phone one evening! Oh well poor old you, I'll brolly bash your parents if you want to get some more money — after all there are some amazing games on sale this month.
ST

CONVERT CONVERT

Dear Saffron
Could you tell me what on earth (cont on p 202) is going on out there, yes out there in the world of programming. For quite a while now I've been seeing more and more disappointing Amstrad versions of other games, like *Speed King*, *Thrust* and *International Karate* to name but a few, that just aren't up to scratch. I mean all the Amstrad computers are expensive, while Commodore and Spectrum are much cheaper. Surely all that extra cash should mean something. Take *International Karate*. The men resemble those of the Spectrum *Exploding Fist*. And take it that the game must be slow as there was nothing said about the game's speed. You should take a look at the Commodore 64's version of it, it's ace, so very fast and colourful, not forgetting the sound effects.

I used to own a 64 but sold it to buy my CPC6128. Am I stupid for assuming that I had done well? Please, please could you hit someone with your now famous brolly to make them pull their fingers out!
Matthew Bingham, Stonehouse, Glos

No, of course you're not stupid for buying a Amstrad, there's a lot of things an Amstrad can do that a 64 can't — and vice versa. You can't expect good conversions all the time, just as a 64 or Spectrum owner can't expect them either. The Amstrad's sound capabilities are very good actually, it's just that they've got a lousy speaker — amplify them — it's megggggga!
ST

That about wraps it up for yet another month. Chrissy special next issue, and in there I'll be starting Lashout and detailing how you can make the official AMTIX! Christmas pudding, if you want to send me a recipe, please do but make it VERY quickly. I'll try and get a prize for the best one. The next OTS is going to be mega, I mean big, huge, expensive. So if you want to be one of the chosen few then I want your letters by the 13th of November OK? Or else they'll be kept for my Valentine Special in February. Right I'm off to have another go on Eidolon, see ya!

Don't forget my address! It's SAFFRON TREVASKIS, AMTIX!, PO Box 10, Ludlow, Shropshire. SY8 1DB.

STREET HAWK

Ocean, cass £8.95, joystick or keys

Streethawk, a highly advanced crime fighting machine, has been unleashed upon the streets and you, Jesse Mach, a cop with the mentality of a test pilot, have been chosen by Norman Tuttle, a crack government engineer, to push it to it's limit to see if it is suitable for general government use. However, you have an alternative motive in this assignment, that of avenging the death of your best friend, Marty, who was tracked down and killed by criminal elements. You have one thing on your mind, to hunt them down and destroy their evil plot. Your search begins in town, in the elegant end, where occupiers have palm trees growing in their roof top gardens. As you rev up you see several suspicious looking cars, filled with villains, travelling the streets. The only thing left to do is to destroy them. This can be done in one of two ways; either by firing your laser at them or either pulling a wheelie and jumping, and in doing so crush them by landing on their roof with a big kaboom! That way they are all goners.

The screen scrolls vertically downwards with the sun drenched boulevards stretching along each of it, scrolling horizontally along the bottom is a messages which, understandably, reels off information concerning your progress, detailing the cars you have hit and informs you of any obstacles that may come to be in your way. Scattered along the road are manhole covers from where nasty old snipers emerge scattering machine gun fire in your general direction. If you become susceptible to one of their surprise attacks then your armoury level is rapidly reduced, if it is finally reduced below the recommended level then your mission will be terminated.

The main part of your mission is to track down the villains to the scene of the crime, the robbery. In the bottom right hand corner of the screen there is a window which displays the distance you are from the scene of the crime as you get nearer it's best to slow down else the bike will not be able to stop and you'll just have to keep driving on until you reach it next time around. Once there the screen display switches to a view through the visor on to the exterior of the wine bar, where the robbery is taking place. Just as you arrive there the thieves are making their getaway but luckily your bike is equipped with the very latest in anti-wine bar thief lasers, so line up your crosshairs and if you manage to obliterate all three of the thieves then you will be allowed to proceed onto the second part of the game. In this a very important person has been kidnapped by a ruthless bunch and is currently being whisked away in the back of a black sedan, tied, bound and gagged. Rush after him at breakneck speed and attack the car, it will roll over giving just enough time for the kidnapped person to make his escape and then the car will be blown to smitherines. Having succeeded in that, the next mission continues along the same lines with the exception that there is a great deal more traffic cluttering up the boulevards. What are you waiting for? Go ahead and burn tread on the streets!



View from the visor, if you're hot with your shots you'll have no problems from the raiders.

Street Hawk takes a flying leap in an attempt to crush a baddies car.

Richard — CRITICISM

Well, it's here, much to everybody's disbelief and after Ocean's temporary aberration with KNIGHT RIDER this really is a pleasant surprise. The graphics are very attractive, well defined and animated and add towards the whole playability of the game. The robbery scene is very attractive again, both graphically and action wise. STREET HAWK isn't going to shake the market but I can see it proving popular because it really is a software legend.

Mass — CRITICISM

Forget the length of time everyone's waited for this, let's get down to business. The game is great, not brilliant, but great. It's the nice little extras like the indicators on the bike blinking away when it is stationary that make this game a joy to play. The object is simple, just blow the bad guys away and avoid the cops. The game is extremely playable, the graphics are very neat and the shadows of the bike and other objects are near perfect. Bound to be a hit!

Lee — CRITICISM

Considering the advertising for this game must have kept half the computer magazines in the country alive, I'd expected something slightly better. Still, it's a passable enough shoot-em-up, but not really a patch on TURBO ESPRIT which it reminds me of. Would have been better if you could have hassled the cops a bit more, and a bit more variety in the sub games could have made this a real winner. But the graphics aré nicely detailed and colourful, and it is reasonably compulsive.

PRESENTATION 80%
Clear and uncomplicated.

GRAPHICS 85%
Uncluttered, well defined. No problems.

SOUND 75%
Neat intro tune and some explosive sound effects.

PLAYABILITY 80%
Easy to control but that doesn't mean that it's going to be easy.

ADDICTIVE QUALITIES 70%
Simple to get into, but it will keep you going.

VALUE FOR MONEY 75%
If you want action and excitement it's not bad.

OVERALL 80%
Not really worthy after two years, but still a good game.



A Hurricane
Softw
Feel yourself uncontrollably drawn into a maelstrom of panic, a frenzy
action as you face the challenge of this outstanding collection of titles assembled for your Amstrad.
Precision and skill, speed and reflexes, alertness and ingenuity are all to be found in the fury of latest releases. However good you are you'll find it difficult to keep your head above water against this hurricane of software.
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FIRING ORDERS LIST
PSI-5 TRADING COMPANY
PSI.5
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LEADER BOARD
LEADERBOARD
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You are Captain Johnny "Jimbo Baby" Mcgibbits known to all as the Infiltrator... Taking off in the Whizzbang Enterprises Gizmo ADHX-1 Attack Helicopter you will have to complete 3 missions flying into enemy territory where you will have to land secretly, infiltrate an enemy base to photograph or destroy one or more objects then fly back to base for the next mission.
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A unique 3D animation game which puts you in control of a realistic bouncing Rollerball as it overcomes countless hazards to solve intriguing and complex puzzles. There are several ways to solve each puzzle and as you progress through the various stages the solutions become fewer and fewer.
AMSTRAD £9.95 Tape £14.95 Disk
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THE EIDOLON

Activision/Lucasfilm, £9.95 cass, £14.95 disk, joystick with keys

Over a century ago a scientist and inventor called Doctor Josef Vincent Agon lived as a recluse behind the locked iron gates and tall shuttered windows of the great Agon mansion. The Doctor specialised in the power of the human mind, and distinguished himself as one of the greatest scientists in his field. But, mysteriously, both Dr Agon and consequently the nature of his experiment, disappeared without trace. His family sealed the mansion, and it has remained locked, shuttered and deserted . . . until now!

While out walking one night you discover that the iron gates, that have been locked for so long, stand ajar. Curious to enter you push open the gate and walk across the front path to the door of the dark house. Trying the weather beaten brass knob you find that the door is open, creaking on the unused hinges. As you enter you are inexorably drawn down the hallway towards a curious glow eminating from the cellar door. Almost against your will you descend into the Doctor's laboratory.

■**This masterpiece set me into hysterics; with the magnificent atmosphere that it manages to generate, you actually get the feeling of being stuck inside a claustrophobic space. This really is a superb game, especially the realistic movement patterns of the cave walls as** The Eidolon **glides through them and the monsters have been designed so they give any player a sudden shock as he encounters them on turning a corner. If** The Eidolon **doesn't become a huge hit then there is something seriously wrong with the Amstrad market, personally I feel it's the most innovative and exciting piece of software ever seen!**

Richard

Facing a glowing mirror stands a fantastic machine, it seems to have been designed for travel — but of what sort you find hard to imagine. At the centre of the magnificent control panel is fixed an ornate timepiece, stuck at 12 o'clock, frozen in time as it would seem is the rest of the mansion.

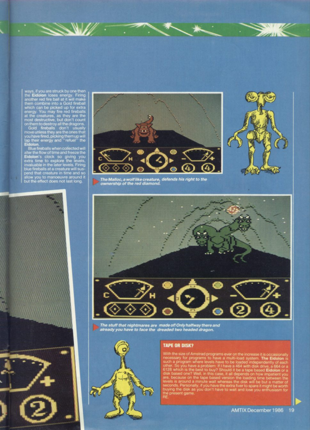
Looking around the laboratory you see a dusty leather bound diary, perhaps this would explain the meaning of the device. Curiously you begin to read the pages . . .

The **Eidolon** is a curious sphere shaped craft that you pilot around a mysterious maze. Instead of the normal idea of trying to escape you must venture ever deeper into the maze of caverns that make up the **Eidolon**'s world. Hanging from the roof at various points are glowing spheres of energy, getting one of these in your diamond sight, which also glows as it pulsates, and then pressing the space bar will replenish the **Eidolon** energy and at the same time may have some effect on your surroundings.

Red fireballs move along set tracks up and down passage



The Guardian of the second level moves his head quickly to one side to avoid being pelted with the dreaded fireballs.



ways, if you are struck by one then the **Eidolon** loses energy. Firing another red fire ball at it will make them combine into a Gold fireball which can be picked up for extra energy. You may fire red fireballs at the creatures, as they are the most destructive, but don't count on them to destroy all the dragons.

Gold fireballs don't usually move unless they are the ones that you have fired, picking them up will tap their energy and "refuel" the **Eidolon**.

Blue fireballs when collected will alter the flow of time and freeze the **Eidolon**'s clock so giving you extra time to explore the levels, invaluable in the later levels. Firing blue fireballs at a creature will suspend that creature in time and so allow you to manoeuvre around it but the effect does not last long.

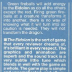
The Malloc, a wolf like creature, defends his right to the ownership of the red diamond.

The stuff that nightmares are made of! Only halfway there and already you have to face the dreaded two headed dragon.

TAPE OR DISK?

With the size of Amstrad programs ever on the increase it is occasionally necessary for programs to have a multi-load system. **The Eidolon** is such a program where levels have to be loaded independently of each other. So you have a problem: If I have a 464 with disk drive, a 664 or a 6128 which is the best to buy? Should it be a tape based **Eidolon** or a disk based one? Well, in this case, it all depends on how impatient you are, because on the tape based version the loading time between the levels is around a minute wait whereas the disk will be but a matter of seconds. Personally, if you have the extra fiver to spare it might be worth buying the disk as you don't have to wait and lose you enthusiasm for the present game.
RE.

THE EIDOLON



Green fireballs will add energy to the **Eidolon** as do all the others except the red. Firing green fireballs at a creature transforms it into another, there is no way of knowing what it will turn into so caution is needed. They will not transform the dragon.

■*The Eidolon* is the sort of game that every reviewer dreams of, it's brilliant in every respect. The graphics and animation are superb and the sound track is a very subtle little tune which blends in well with the game as a whole. The game play is simple and uncomplicated, and all you have to do is steer your craft along the maze of tunnels, avoiding or destroying the various creatures you meet on the way. What really makes the game so addictive to play are the beautifully animated creatures and their facial expressions when they get hit by one of your energy bolts. Buy it and believe it. Excellent stuff, really outstanding!

Mass



Meet the cute double winged Guardian of the third level!



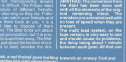




The Rota Fly is the easiest of all the creatures as it only requires a single hit. Trolls are tough but constant battering keeps them away. The Grep frightens easily but is a tough opponent to keep down. The Bottleneck is another easy one but manoeuvering around them is difficult. The Polyps need a mixture of different fireballs. They also sing as they die. Puffer birds can catch your fireballs and throw them back at you, it is a good idea to dispose of them quickly. The Biter birds will attack without provocation, but it is possible to scare them away. The Mallok is just about the hardest of creatures to beat, besides the dragons, and takes no less than 9 fireballs to kill.

To gain more points it is better not to kill the creatures but instead just freeze them in time and then pick up the crystal before it starts to move again, tricky but worth it. Also if you stop firing for a good length of time the creature will rejuvenate and be back at full strength.

Control is not just with the joystick but uses the keys from 1 to 4 to select the appropriate fireball,



■This just has to be the most original game to hit the AMSTRAD. The conversion from the Atari has been done well with all the elements of the original remaining intact. The monsters are animated well with no loss of speed when they are present.

The multi load system, on the tape version, is very easy to use and should cause no problems, the delay being about 1 minute between each level. All that can be said is buy it before your local computer shop runs out of copies.

Anthony



stray globes. You have a strange and magical mission to fulfill, only time will tell if you are about to succeed . . .





PRESENTATION 96%
Excellent documentation, no real problems with the multi-load.

GRAPHICS 95%
Somewhat simplistic but marvellously animated.

SOUND 81%
Limited but incredibly atmospheric.

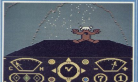
PLAYABILITY 94%
Engrossing gameplay . . .

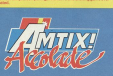
ADDICTIVE QUALITIES 98%
. . . with a unique solution.

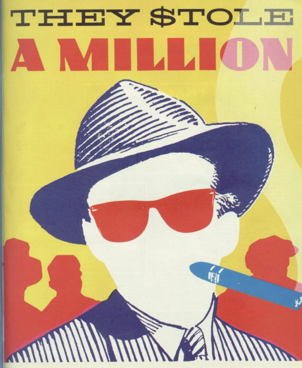
VALUE FOR MONEY 93%
A plethora of monsters couldn't be cheaper.

OVERALL 96%
The most unique, compelling, innovative and exciting game ever created.

Eek, a red fireball goes hurtling towards an unwary Troll and catches him right where it hurts!






THEY $TOLE
A MILLION



TRAILBLAZER

Gremlin Graphics, £9.95 cass, £14.95 disk

Hurtling through space, bouncy ball, hero of Gremlin's latest game, has to blaze a trail that others may follow.

The trouble is, the trail through space has rather strange properties. Instead of being a nice flat road old Mr Bouncy can just steam down, it's a bit full of holes. It's a bit like the 'Yellow Brick Road' with the Shropshire District Council doing the one way system, all full of holes, bumps and all sorts of hideous hazards

Before Bouncy's work is done, he's got fourteen different courses to blaze a trail down, so he's really got his work cut out. Each course has to be done in around forty seconds, so no slacking or back sliding!

■ I doubt, this game will be blazing trails in the department of new technology, BUT I think its still fairly good. The graphics are rather chunky, but who's going to complain about lil' things like that in a game as good as this? Playability is one thing that I think the game does have. Music is good, and the tune really spurred me on. Me not being the score champ of all time, I must say that the game really held some sort of addictivity, despite the fact that I found it hard to play a continuous game for more than a minute and a half. TRAILBLAZER is a really fun game, and one that is worth gracing your tape deck (or disk drive).

Paul

For trainee bouncy's, there is a practice mode. Right at the start, a number of choices are available, full arcade mode for master bouncers and practice mode. This allows the player to practice any three courses to try and get their course time down. In practice mode, the time limit is 100 seconds, but, if you fancy your chances in the main game, its got to be around forty seconds.

The controls are simple, forward to accelerate, back to brake, left and right to move from side to side on the belt. Joystick or keyboard can be used.

The course is like an out of control escalator, it's thundering down the screen towards you, and you are trying to leg it up the other way. But this is no ordinary escalator. For a start it is suspended in space, and there are bits missing. On some screens, there is more missing than bits! The belt is five segments wide and come in a variety of colours. Orange, and red are easy to handle you just roll straight over them. Yellow squares speed you up. Not much of a problem here, you are normally going flat out to make the time limit anyway. Next in awfulness come the white squares. These jump you in to space. At full lick, this will catapult ol' bouncy forward just over three segments.

Then comes the real nasty ones. The green segments have roughly the same effect as bouncy hitting a treacle filled lake, they kind of stick to you. Only a lot of heaving forward on the joystick will get you through these ones. Then comes the really evil chaps — the blue squares. These totally freak out poor little bouncy. Suddenly, the left and right controls reverse directions. This unfortunate state of affairs is only corrected when old bouncy goes steaming over another blue bit.

Then of course there are the black segments, like there's no ground man, some cat's taken the ground away. Old Bouncy ends up falling down quite a few of these.

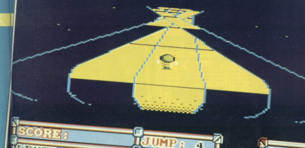
After Bouncy has crashed, he get's thrown back on the belt, but with out any speed. This can lead to further disaster on rather gappy bits. Once the rhythms gone, old Bouncy's in for a hard time. And the ol' clock is still ticking away. On average, every crash will cost our hero about two seconds of his precious trailblazing time

To help Bouncy with each course, the player gets four extra bounces (hit fire). This allows some of the really nasty bits to be avoided, or if the player forgets the course, and suddenly finds himself heading towards a yawning abyss, it comes in handy. The main use of the extra bounces is to get over green bits. The green bits really cost time, up to five seconds per segment, its almost preferable to crash! But the best method is to hit fire just before hitting them and go sailing straight over.

Each course has a different time limit. For course one, which is rather easy peassy, you get 35

■ It's not often I come across a game I can wholeheartedly recommend to everyone. The speed, playability and sheer fun make this a game that should appeal to everyone. I'd mark it down for presentation because I had some gripes about the high score table and the way time saved on one level is not carried over to another, so there is little incentive to try and shave off a second here and there to build up some spare time. The scoring isn't very clear, is there a bonus for time left? You can't enter names to the high scores — all important to the office egotrippers here. But there's no getting away from it, this is an enjoyable, original game that'll soon get you hooked.

Lee



Our hero blazing a trail down course A.

seconds, for course e which is just a little bit hard, you get 65 seconds, but to date, no one here at Amtix towers has managed to get through it — now there's a challenge for you.

The idea is to use the practice mode to memorise the course. In each one, there is an optimum way to get through it, which way to move, when to use the extra bounces, and so on. Some of the later courses look nearly impossible, but rely on subtle use of the white bounce squares, and an ability to suddenly switch your brain into reverse when you hit the blue squares. One little hint: when a path divides, it is normally wise to take the left hand fork, as this tends to lead to a white jump pad to the next section rather than a gaping abyss. Some chasms are so wide, they look impossible to cross. The tip here is to try not to hit the white bounce square until you are near the edge, or better still, use one of your four bounces when near to the brink

If you happen to feel rich and have shelled out the extra pesetas for a disk version, then Gremlin have a little surprise for you. Hidden away in the program are a whole new set of sprites and other odd effects. Try poking location 800 with various things, some of them are rather bizarre.

■ **TRAILBLAZER has a simple, but unique concept that, thankfully, has been executed perfectly. Everything you could possibly want from a addictive game is here, great sound, enjoyable graphics and mindblowing action. Despite being a bit tricky to get to grips with originally, once you have mastered the controls it is a dream to both play and watch. The scrolling 3D perspective works superbly and appears totally glitch free, as does the movement on the bouncing ball. I have nothing but praise for this game and TRAILBLAZER is the most enjoyable game I have ever played on an Amstrad.**

Richard

The high score screen shows the fastest speeds for each course achieved when in practice mode, and the high scores — but no names please. To get a high score, you've got to get through as many courses as possible. If you get through one course under the time limit, you go on to the next.

PRESENTATION 84%
Bit iffy in places, spoils a quality product.

GRAPHICS 93%
Colourful and effective.

SOUND 92%
A jolly tune and nice effects

PLAYABILITY 93%
Left, right, up, down, bounce, simple isn't it?

ADDICTIVE QUALITIES 94%
Strong stuff, keep within reach of children.

VALUE FOR MONEY 90%
Fourteen courses for a tenner — not bad.

OVERALL 95%
Compulsive, fast and original, all the makings of a classic.

AMTIX! Accolade



LIGHT FORCE

Faster Than Light, £8.95 cass, joystick and keys

From the distant colonies around Regulus a brief distress call is picked up by the Gem council — "Ships of unknown origin landing at key installations". There is only one course of action the council can take, condition red, they quickly order their entire space fleet into action in the Regulus sector. As luck would have it, you are on deep space patrol in your Lightforce fighter when you receive the red alert. You waste no time and immediately go into light-drive. As you emerge from light-drive beyond the outer planet you suddenly realise that you are alone, ahead of you see thousands of battle ready alien ships all ranged against you! If that wasn't enough to contend with you also observe hundreds of ground based weapon installations and energy domes and a host of armament pods orbitting the planets. These must also be destroyed if the alien invasion is to be quelled.

The destiny of the free universe is in the hands of you and your lone lightforce fighter — LIGHTFORCE is for REVENGE. As you advance on the enemy, at battle speed, you open fire with your laser cannon as you are showered by asteroids that must be blasted away or dodged until you reach the first of the orbitting alien space stations. These are constructed of spherical armament pods and oblong control towers connected by rods. If a whole station is destroyed then you will receive a bonus and if sufficient control towers are knocked out then extra lives are awarded. In between the space stations, squadrons of alien fighters descend upon you, firing as they dive towards you. If a whole squadron is eliminated then a bonus will ensue.

On completion of the asteroid section, you arrive at the jungle planet. As well fleets of fighters, you must destroy ground based weapon installations. The aliens are relentless, for if you complete the jungle planet you move into the orbitting sequence and then ice planet and then..... LIGHTFORCE is for REVENGE, revenge shall be yours.

Richard — CRITICISM

Yes, I must agree whole heartedly. This really has all the elements of what a excellent shoot 'em up should be. The graphics really are well designed and don't get at all messy with a excellently smooth scroll just to make the whole thing far more enjoyable. I had only one grumble and that is things do tend to get a bit sluggish when too many things happen, or try to happen, at once. FTL have really come up with the goods after promising a great deal that had not been tried and tested with the Amstrad market, and if they can maintain this standard with their future releases I, for one, will be well pleased.

Mass — CRITICISM

What a lovely game this is. It's great to see a well presented, colourful shoot'em up that gets the adrenalin pumping round the veins. Although the sound FX are pretty basic the graphics are excellent. The gameplay is simple — just blast away everything you can, just how shoot'em ups should be. One thing I did find though, is that when there is a lot of sprites on screen the ability to fire rapidly is reduced dramatically, making it rather hairy at times. But then again that's part of the challenge and a challenge it is! One of the best shoot'em ups I've played, perfect for all you destructive types out there.

Skippy!! — CRITICISM

Hmmmm, It has to be said, O ye faithful Amstrad owners, that the Spectrum version of LIGHTFORCE is better than the version that I've just been playing (Oh dear I shouldn't have said that). BUT, don't let that put you off, because LIGHTFORCE is really a very good game. The graphics are very colourful, but the game moves quite slowly at times; unfortunately, the firing action slows down to a horrendous rate when there are large numbers of aliens on screen. That said, LIGHTFORCE certainly isn't all that bad, and is certainly ranks amongst the best shoot 'em ups on my Amstrad top 10.

PRESENTATION 85%
Uncomplicated instructions and lots of options.

GRAPHICS 88%
Detailed and colourful — just like they should be.

SOUND 75%
No tune but some great spot FX.

PLAYABILITY 82%
Totally compelling with a subtle frustration.

ADDICTIVE QUALITIES 88%
It'll keep you blasting right to the end.

VALUE FOR MONEY 80%
No real grumbles here.

OVERALL 85%
A neat implementation of an old theme.


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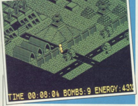


GLIDER RIDER

Quicksilva, £8.95 cass, joystick or keys

Pass over the glider, the bike and the grenades, we're off on a mission for the Peace Organisation. Poor old Mr Rider is already having second thoughts about his perilous mission. You do tend to get a lot of time to think when you're gliding on the thermals, most people feel like a bird but Mr Glider is getting slightly melancholy about the whole situation. One word that keeps springing to his mind is 'volunteer', he thought it meant being able choose his mission but it would seem that once a volunteer always a volunteer.





Richard — CRITICISM

GLIDER RIDER is certainly a good idea but for me it's a wee bit difficult, but that's just me. There are two soundtracks accompanying the game, one for flying and one for riding and both are magnificent, as are the graphics; very detailed and precise. Certainly an unusual game that possesses a certain amount of a appeal but unfortunately, apart from the music, it didn't do an awful lot for me.

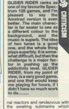
Whatever the outcome he has made up his mind that this is to be his last mission! If he survives then he will go down in history as a hero and be richer than his wildest dreams but if he fails then . . . well, let's not deliberate on that issue.

The mission revolves around a strange uninhabited island which has suddenly emerged from the ocean for no apparent reason. However, some tests have been taken and have proven that the island is, in fact, a synthetic one made entirely of plastic. Plastic trees, plastic hills, plastic. . . . well, everything! After many months of severe investigation our scientists have discovered a underground factory lurking in the very nucleus of the island producing a limitless supply of lethal weapons which, for the right price, will be sold to anyone.

This is obviously deeply worrying for the Governments of the world as they don't particularly fancy the idea of being overthrown by terrorist groups who now have easy access to unlimited amounts of arms.

You have been assigned the mission of closing down the factory and generally destroying the island. The island, which is named Abracus, is heavily protected by ten nuclear emitters which have a nasty tendency of blasting you, and in doing so, deplete your energy rather rapidly. You start in the furthest north westerly corner of the Island and begin your travels on a bike on which you must ride around and locate the emitters. Situated near the emitters are pylons, touching these will send the emitters haywire giving you sufficient time to take off and bomb the spherical nuclear power plant which powers the emitter. To take off you must ride the bike to the top of the hill and then accelerate down until the speed is pushing your blood, suddenly reverse your direction and you're airborne. The music changes to the air theme and you're gliding gracefully over the artificial scenery.

In all there are two missions which you can embark upon. The primary one is to destroy the external reactors and rendezvous with the awaiting submarine which rises from the merky ocean depths when your time limit runs to half an hour. The secondary mission is to find more ammunition, you have nine bombs to begin with, and then destroy as many operatives and operational buildings as possible. The display of the island works as a flip screen system, which means that you might find yourself suddenly flying over the ocean. If you are without a thermal it means you'll be taking an unexpected skinnydip and possibly provide a meal for the ever-so-hungry sharks. So grab your bike-come-glider and take the challenge, the fate of the world is in your hands.


Skippy!! — CRITICISM

GLIDER RIDER ranks as one of my favourite Spectrum 128 games, and I'm pleased to say the Amstrad version is even better. The main character is far easier to see as a different colour to the background, and the music is superb. The idea of two tunes is a good one, and the whole thing plays superbly. It is somewhat difficult, but then the challenge is a major factor in pushing up the addictivity level. GLIDER RIDER, from my point of view, is a very good game, and one that would keep me playing for hours, if I didn't have so much work to do.........


Mass — CRITICISM

GLIDER RIDER has simply got to be one of the best ideas I've seen on the Amstrad so far. The graphics, especially of the buildings are some of the best 3D type yet (and that's saying something as I usually take an instant dislike to 3D games). And there's more, both sound tracks are really, really outstanding. But unfortunately I found the playability somewhat difficult, to say the least, and what's more, sometimes temperamental. The controls seemed a little unresponsive at times as taking off, as required, was a rare occurrence — maybe it's just me? Anyway, GLIDER RIDER is a brilliant game and is sure to do very well.

PRESENTATION 87%
Excellent, crisp, clear and precise.

GRAPHICS 86%
Well thought out making superb use of mode 1.

SOUND 90%
Two magnificent David Whittaker soundtracks.

PLAYABILITY 87%
Easy to get into . . .

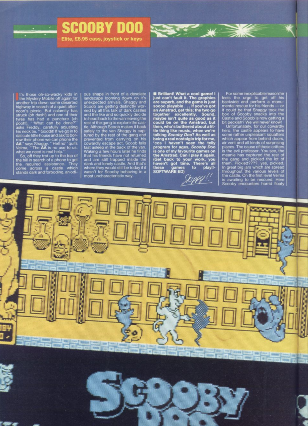
ADDICTIVE QUALITIES 82%
. . . But a bit difficult to solve.

VALUE FOR MONEY 80%
A bit much for limited gameplay.

OVERALL 81%
Glider Rider — go and get high on it!

SCOOBY DOO

Elite, £8.95 cass, joystick or keys



It's those oh-so-wacky kids in the Mystery Mobile off again for another trip down some deserted highway in search of a quiet afternoon's picnic. But calamity has struck (oh dash!) and one of their tyres has had a puncture (oh pooh!). "What can be done?" asks Freddy, carefully adjusting his neck tie. "Goddit! If we go in to dat cute little house and ask to borrow their phone we can phone the **AA**" says Shaggy. "Hell no" quifs Velma. "The **AA** is no use to us, what we need is real help."

So, off they trot up to the top of the hill in search of a phone to get the required assistance. They come across a castle which stands dark and forboding, an odious shape in front of a desolate landscape looming down on it's unexpected arrivals. Shaggy and Scoob are getting distinctly worried by all this talk of dark castles and the like and so quickly decide to head back to the van leaving the rest of the gang to explore the castle. Although Scoob makes it back safely to the van Shaggy is captured by the rest of the gang and prevented from carrying on his cowardly escape act. Scoob falls fast asleep in the back of the van. Waking a few hours later he finds that his friends have not returned and are still trapped inside the dank and lonely castle. And that's where they would still be today if it wasn't for Scooby behaving in a most uncharacteristic way.

■ Brilliant! What a cool game! I just can't fault it. The graphics are superb, and the game is just soooo playable . . . If you've got an Amstrad, get this; the two go together excellently. Sound, maybe isn't quite as good as it could be on the Amstrad, but then, who's bothered about a little thing like music, when we're talking *Scooby Doo*? As well as being a real nostalgia trip for me, 'cos I haven't seen the telly program for ages, *Scooby Doo* is one of my favourite games on the Amstrad. Can I play it again. (Get back to your work, you haven't got time. There's all these games to play!!- SOFTWARE ED)

Skippy!!

For some inexplicable reason he feels the urge to get off his backside and perform a monumental rescue for his friends — or it could be that Shaggy took the box of Scooby snacks into the Castle and Scoob is now getting a bit peckish? We will never know!

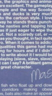
Unfortunately, for our cowardly hero, the castle appears to have some rather unpleasant squatters which appear from behind doors, air vent and all kinds of surprising places. The cause of these critters is the evil professor. You see, the meanie has captured the rest of the gang and pickled the lot of them. Pickled????, yes, pickled. In great big jars which are spread throughout the various levels of the castle. On the first level Velma is awaiting to be rescued. Here Scooby encounters horrid floaty



ghoulies and caped personages which leap out and scare the willies out of him. The only way to deal with them is to give them a good punch on the nose which instantly dispatches them.

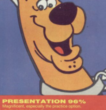
Scoob can only hit the nasties if he is standing still, if he tries to hit them whilst on the run he will perform a delicate somersault and fall in a crumpled heap on the floor and in so doing, he will lose one of his lives. Level two poses even more problems in the shape of sproinging monsters who, understandable enough, go sproing sproing all over the shop — generally trying to take even more lives away from dear old Scoob. Luckily if Scoob feels in need of rejuvenation there are Scooby snacks littering the castle which will add an extra life, he may have a total of six spare lives at any one time.

Level three brings the odious



■ Elite have done a marvellous job of converting this well known cartoon character into a game, the graphics and animation are excellent. The gameplay is simple and the way Scooby leaps and ducks is very much true to the cartoon style. I love the way he stands there punching the nasties and tapping his foot as if just eager to wipe the lot out. Not a scaredy cat, er — dog, as you thought, in fact quite a hero. When it comes to addictive qualities this game had me playing for hours and if I didn't have to write about it I would be still playing (slave, slave, slave). What can I say? A brilliant game for a great character.

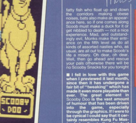
Mass



fatty fish who float up and down the corridors making obese noises, bats also make an appearance here, so if one comes along Scoob must make a duck for it or else get nibbled to death — not a nice experience. Mad, and outstandingly evil, Monks make their entrance on the fifth level as do all kinds of assorted nasties who, as usual, are all out to make Scoob's life a misery. Oh dear, oh dear. Well, then go ahead and rescue your pals otherwise there will be no Scooby Snacks for you tonight

■ I fell in love with this game when I previewed it last month, since then it has undergone a fair bit of "tweaking" which has made it even more playable than ever. The great element in Scooby Doo **is the vast amount of humour that has been driven into the game, especially through the graphics. If I were to be cynical I could say that it certainly resembles Kung Fu Master, but as** Scooby Doo **stands at the moment it is a fast and furious cartoon adventure that will appeal to fans of the television series and ardent game players alike.**

Richard





PRESENTATION 96%
Magnificent, especially the practice option.

GRAPHICS 94%
Marvellous adaptation from the cartoon series.

SOUND 80%
No theme tune but great spot FX.

PLAYABILITY 95%
Maddingly frustrating . . .

ADDICTIVE QUALITIES 94%
. . . gloriously addictive.

VALUE FOR MONEY 92%
Cheaper than the video.

OVERALL 95%
Magnificent! — nuff said?



ACTIVATOR

Cascade Games, £8.95 cass £13.95 disk, joystick or keys

Far out in the misty backwaters of uncharted space, amongst the flotsam and jetsam, lies a world, a dark mysterious world where night is an eternity and light is but a myth. The surface of the planet, named Antari, is coated with dust that gets blown by the unearthy planet currents and so the place is uninhabitable apart from one solitary spaceport, which merely acts as a refuelling station for the galactic holiday makers travelling to the nearby Alpha Centauri. Unfortunately the tourist trade has rapidly declined over the recent aeons and the space port has been made redundant. The bacteria invaded and grew at such an alarming rate that the port is now infested with all kinds of alarming creatures which have eaten away at the structure to the extent that the port is nearly decayed. The tourists have now started to return to Alpha Centauri because of the new spectator sport which has evolved there, a game which involves small, furry creatures, emerging from holes and being obliterated with a laser cannon. This is beside the point - what about the spaceport? Well, it needs to be reactivated and you, a member of the Alpha Centauri Tourist Engineers, have been assigned the task of doing just that.

Lee — CRITICISM

Well, having just slagged off one arcade adventure, I'm going to have to say I really liked this one. It's amazing what a new little twist can do to a tired old format. The problem solving aspect really gets the old grey matter churning over, and the senseless destruction is great. Remember to duck out of the screen after you've shot em or you'll get zapped by the explosions. The neat graphics make all the tasks of picking up keys quite a pleasant experience.

Richard — CRITICISM

Oh dear, I am getting slightly peeved with the vast amount of maze orientated games that seem to be flooding the market recently. ACTIVATORS originally appears as a badly executed product but is actually quite compelling both action and puzzle wise. The graphics are well implemented apart from the aliens which do appear to be 'dodgy' and slightly unprofessional. I think, that in the end, I did enjoy playing the game, however, it's not going to make such a major impact as it would if it were a budget title.

Your probe has located the C key which is needed to pass through into previously uncharted screens.

The spaceport is so infested with various kinds of alien bacteria that it is clinically unsafe for you to enter without the protection of your activators' pod. From this you still have manual operation of a grabber which allows you to pick up various objects that have been scattered around the spaceport. The view of the spaceport is from side on, displayed as a massive maze with the traditional base-relief graphics. You can manoeuvre the space ship in the usual four directions, however you cannot hover — you must be on the move all the time. This may cause hazzards when attempting to obliterate the aliens, as nifty joystick wielding is an essential qualification when you're in the ACT.

Once inside the vast complex of mazes your next objective is to locate the seven different energy rods which reside in assorted nooks and crannies. With each of those installed in their original locations the spaceport will once more be operational.

Before the rods can be re-installed you will need to gain access to certain sections of the maze, this is achieved by collecting various passes which also litter the floor. You will also come across bullets which replenish your store of ammunition — a vital piece of equipment. Only three objects, of any kind, may be held at any one time so you will have to plan the distribution of the items. Your progress is monitored at the bottom of the screen and indicates your score, time, power, lives and the objects carried. Map your progress carefully — you'll need it if you're to carry out your maintenance properly, once you have installed all the rods you'll receive a massive bonus of 100,000. However, there is no time to be wasted on the unearthly planet of Antari as time is very limited.

Mass — CRITICISM

There are all too many arcade adventures of this type on the market and wading through them all makes life a tiny bit tedious. But having said all that I'm glad to say that ACTIVATORS is one of my recent favourites. Typical of good arcade games this one gives the impression of vastness without the monotony. Once the screens become familiar the game becomes extremely enjoyable to play. Although I never completed it, I ran out of time before I lost all of my lives, something which is indicative of it's addictiveness. Maybe it's just my personal taste, but I would recommend this one to any arcade player.

Your path is blocked by electric bolts, luckily you have your bullets to disable them.

PRESENTATION 78%
Handy demo mode and generally good.

GRAPHICS 75%
Good, large and well animated.

SOUND 50%
Not much, but interesting effects.

PLAYABILITY 79%
Very good as long as you have patience.

ADDICTIVE QUALITIES 76%
You'll want to solve the puzzle.

VALUE FOR MONEY 65%
Fair -ish, would make an excellent budget title.

OVERALL 78%
A neat variation on an old format.

NEVER MIND THE NASTIES

Romantic Robot, £8.95 cass, £14.95 disk, joystick or keys

Life isn't easy for you, a mere apprentice of a mad professor. Well, not since you've gone and got yourself in trouble. The problem lies with the fact that this mad, and undoubtedly evil professor, has devised some kind of new machinery that enables him to destroy life, as we know it. Harry the Apprentice has discovered this awesome fact and is off to tell the world. However, the Proff has suddenly noticed that Harry has legged it off down the garden path and so sends out his despicable minions in an attempt to prevent his secret leaking. Harry must clamber over the platforms to escape while carefully avoiding the nasties, if he fails to avoid them then, zappo, one of his lives goes down the drain. However, for every seven objects that you collect you get another life, brilliant!

The game is played in four, yes four, dimensions, allowing you to travel left and right, two dimensions, backward and forward, three dimensions, and in time — there you are, four dimensions. To travel through time Harry will first of all have to find the shuttle which takes him to Moon Base Delta where he dons his spaceman outfit and proceeds to wonder about the moon surface. Collect all the artifacts and you can happily return to earth and continue your quest. The game finishes when you have collected all 100 items that are dotted around the caves and then, and only then, may you reveal this awesome secret.

If, on the other hand, you get fed up with revealing awesome secrets then turn your cassette over and listen to a special "Never Mind The Nasties" sound track specially created on a Fairlight machine. Coooo!

Richard — CRITICISM

Okay, it's old hat; platform leaping and item collecting isn't exactly the most innovative idea under the sun, but I still enjoy them. NEVER MIND THE NASTIES is a fair version of that ageing concept, with some colourful sprites and appealing animation. The music that plays along is quite fun, all bubbly; generally a fun game. However, I'm not so happy with the price — it does seem a wee bit much.

PRESENTATION 45%
Interesting attract mode, nice tune.

GRAPHICS 70%
Big, bold, brash and jolly.

SOUND 68%
Great tune, effects are fine.

PLAYABILITY 56%
A bit more tricky than your average platform game . . .

ADDICTIVE QUALITIES 58%
. . . but it'll keep you going.

VALUE FOR MONEY 54%
A bit steep for what it really offers.

OVERALL 60%
A pleasing offering for die hard platform addicts.



REVIEWS

CAMELOT WARRIORS

Ariolasoft, £9.95 cass, £14.95 disc, joystick or keys

Picture the scene, there you are enjoying a nice Sunday afternoon snooze, your belly is full of Roast beef and Yorkshire Pud and you're dreaming of voluptuous girlies (Or blokies) when suddenly **Kapoooowwl** you suddenly find you are in a strange land, where perils abound. You have been transported to the time of King Arthur and the Legend of Camelot Castle. Now, understandably, you're not too happy about this strange event. In fact you are anything but pleased and after having a quick nervous breakdown you start thinking about how to get back to your comfortable armchair which still resides in the Twentieth Century.

Richard — CRITICISM

CAMELOT WARRIORS begins as a rather dull game that originally doesn't seem to have much really going for it. However, on further inspection, it is a game that proves fun in it's challenge and satisfying in it's completion. The graphics are fun to watch especially the smaller creatures which really work in conjunction with the game as does the music on the title screen. In all, this is one of the better releases to come to the Ariolasoft stable and if this standard is kept up they are heading down the right road to recovery!

Four other objects from the Twentieth Century have also been transported with you to this mysterious time. They are: the fire that does not burn, the mirror of wisdom, the elixir of life and the voice from another world. So now brave knight in order to return to the smog and grime of Twentieth Century city life you have to battle through four mysterious worlds.

First you must make your way through the enchanted forest and seek out the 'the fire that doesn't burn' (a light bulb) which must be then taken to Aznaht, the master druid of the forest. As expected various creatures must be avoided or destroyed. Ground hogging nasties must be leapt over and flying nasties like Owls and Bees can be destroyed with your trusty sword, Excamembert. There is also man eating vegetation which is best left alone. Once the 'fire that doesn't burn' has been delivered you will be transmuted into a frog which enables you to enter the Lake.

Once in the Lake you must seek out 'the mirror of wisdom' (which rather resembles a television) and deliver it to Neptunes brother Kindo, King of the Lake. Killer fish and electric eels must be avoided else you will get something of a shock. When Kindo receives 'the mirror of wisdom' you will be transformed back to human form and placed in the Caves.

In the Caves you must find 'the elixir of life' (an enormous can of Coke) and take it to Azornic the powerful dragon, lord of the Caves. Again disposing of nasties as you battle along.

The final section is set in the legendary castle of Camelot where you must leap objects, as well as taking care of ghosts, rats and the like, scale marble pillars, and seek out 'the voice from another world' (a large red telephone). Once this final object is taken to a rather impatient looking King Arthur the game comes to a corny end.

Good luck brave knights, thy perils start here!

Skippy!! — CRITICISM

This is the sort of game that has to be persisted with if any enjoyment is to be had from it. It does seem to grab you after a while especially when you have mastered the rather painful looking leaping around. The transformation from man to frog to enable you to enter the water is a nice twist to the game. The graphics are slightly iffy in places but the colour stands out rather well. Overall an above average release from Ariolasoft.

Mass — CRITICISM

At first play, I didn't like CAMELOT WARRIOR at all. After a bit of serious play, I started to enjoy it a bit more. The graphics are reasonably well done, and the colour is quite pleasant, but the game is really quite satisfying when you finish a stage. The monsters are rather sadistically distributed around the landscape, which makes the game more difficult, and therefore, increases the pleasure on finishing a stage. Though CAMELOT WARRIOR is definitely not the sort or quality of game that I could rave over, it's good fun to play, but the price is maybe a bit too high. . . .

PRESENTATION 65%
Very plain and uninteresting.

GRAPHICS 55%
Unprofessional attempt at atmospheric graphics.

SOUNDS 40%
Uninspiring tune on title screen, and a limited spot FX.

PLAYABILITY 65%
Jump and slice the nasties, and that's your lot.

ADDICTIVE QUALITIES 60%
Changing from challenging to monotonous.

VALUE FOR MONEY 57%
Overpriced substandard software.

OVERALL 63%
A good idea badly executed.

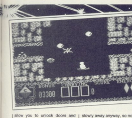
QUESTOR

Cascade Games cass £8.95, disk £13.95

Deep within the dripping extremities of the cavernous Catacombs of Garr, the daughter of the Nawab, the local big noise, languishes in chokey.

Now, gentle reader, you may well ask 'how come if Nawab is such a big noise, he doesn't go round to ol' Garr's place with a rather large army and threaten to level the place unless his daughter is returned to him in three seconds flat.' But this is an ancient kingdom where brave deeds are done and young knights such as yourself have to go in there and show what you are made of. For most young knights this ends up with what they were made of being spread all over the walls by some rather macho dragon, ho hum, some people just never learn.

Anyway, surprise, surprise, you play the part of the hero zipping around the said catacombs. You float around on your magic carpet. Scattered around, in the usual arcade adventure fashion, are all sorts of weird and wonderful objects. Only trouble is you can only carry three at a time. The objects broadly fall into two categories, ones that allow you to zap nasties, and others which



allow you to unlock doors and entrances to other parts of the maze.

The magic carpet has a slightly peculiar propulsion system, the four directions of the joystick move the carpet in the appropriate direction, but, with no help from the joystick, the carpet drifts down, and moves sideways in the direction it is facing, so it's a bit tricky to hover in one place. Objects are picked up by moving over them and pressing fire. If a fourth object is picked up, the first object picked up is dropped.

The meanies come in various shapes and sizes, some just drain a little bit of energy, others just splatter our hero all over the walls. Our hero gets three lives to complete his quest with. Energy drains slowly away anyway, so no hanging around.

To make progress in the catacombs, the player has to pick up various objects which solve various problems. Just to give the odd hint, some objects flash to give a clue.

Eventually, you come to the final conflict, you must biff old Garr, smack the Guard, and free the princess using the large key. What you do with the princess after that, the game notes don't go into, but I'm sure you'll think of something!

Lee — CRITICISM

Well, it's unusual that this sort of arcade adventure thing takes me into new heights of rapture, and this one is no exception — we've just about had every variation on 'zip round, pick up the thingy and dodge the meanie'. Apart from the fact that these things are easy to program, it's hard to work out why anyone bothers. Even as these games go, QUESTOR is a particularly dull example. The instructions are very sparse. I know you're meant to find things out as you go along, but it's just too dull to bother.

Skippy!! — CRITICISM

No. I won't start this comment by laughing, because its just not funny. This is a very serious matter (noises of suppressed sniggers elsewhere). I mean, someone might actually go out and buy this; there ought to be a government health warning on it! Imagine a normal person buying this, and after more than ten minutes playing, becomes a raving lunatic.(Hey, Lee, how long have you been playing it??) The graphics in QUESTOR are almost passable, but the colour is over-done, and the whole thing is just so unplayable. . . . All I can say is that the game is a disaster, in every sense of the word. I hate it. It's pathetic. I don't like it AT all.

PRESENTATION 15%
Well, it comes in a box. Doesn't it?

GRAPHICS 24%
I think they could be called that, just.

SOUND 10%
Not a lot.

PLAYABILITY 20%
Helps you fall asleep.

ADDICTIVE QUALITIES 10%
Find some if you can.

VALUE FOR MONEY 5%
What a rip off!

OVERALL 10%
And that's being very generous.

REVIEWS

NOW GAMES 3

Virgin, £9.95 cass, joystick and keys

Virgin have become well known for their compilation records, *Now That's What I Call Music*, and have searched for fortune in the same field in the computer industry. Although the cassette is called **Games 3** it is, in fact, the first compilation Virgin have put out on the Amstrad. Now, with five games it's going to be slightly difficult to review them in the normal way. So what we'll do is to give an indication where the full review of a game can be found in the past issues and then give two comments on how the game stands up today.

NICK FALDO PLAYS THE OPEN

Mind Games, First reviewed: June 1986,

OVERALL 80%
May entice the non golfing fraternity, but a must for golfers and sport simulations and enthusiasts.

Golf games do seem to be springing up quite a bit recently and with U S Gold's LEADERBOARD soon on the way it was probably a good move to get this out first. To date it is the best golf simulation, combining good, bright graphics with excellent gameplay — made easy by the use of the icon system. Despite Golf never appealing to me, all sounds dreadfully boring, this game brings alive a sport I never thought could be converted to a computer successfully.

Richard

Well I must admit good old Nick Faldo's golf had me playing it for a considerable time — very enjoyable. Being a part time golfer, I was quite surprised that a golf simulation could ever be true to life, but this one is. I was always trying to beat my previous round an aspect that depicts a good addictive simulation. I do feel, though, that a limited knowledge of golf is needed otherwise you could be there hours trying to work out which club does what. A great sport made into a great game.

Mass

Re-rated at 80% Overall

SORCERY

Virgin, First reviewed: November 1985,

OVERALL 81%
If you like less taxing arcade/adventures then this is the one for you!

I must be one of the very few people who never actually enjoyed either SORCERY or SORCERY PLUS, which earned itself a reputation as a landmark in Amstrad software. By today's standards it's not brilliant but it will appeal to some, although can there be that many people left who have not played SORCERY at some time?

Richard

There's not a lot I can say about SORCERY that hasn't been said before. In its day it was an outstanding game and I feel it still is. But having said that there are games today that SORCERY doesn't come close to. Nevertheless it is an excellent game and I'm sure that the few people who haven't already played it would get hours of enjoyment from it.

Mass

Re-rated at 65% Overall

CODENAME MAT 2

Domark, First reviewed November 1985,

OVERALL 72%
A good mixture of shoot em up and strategy, likely to appeal to most people.

This kind of game may have been viable a year ago but by today's standards it's a shambles. The control method is poor and at the same time far too difficult for it to be playable. The graphics are sparse and inadequate as is the sound FX. If Virgin wanted a shoot 'em up on their compilation tape surely it would have had been better to go for STARION?

Richard

This is a pretty awful game by any standard. Apart from the lack of graphics and likewise for the sound FX, its main downfall is the difficulty. Having to use over 20 keys and the joystick doesn't help it' playability too much. To tell you the truth I gave up trying to play it within half an hour. I'm still wondering why they bothered to put it on a compilation tape in the first place.

Mass

Re-rated at 42% Overall



EVERYONE'S A WALLY

Mikro-Gen, First reviewed November 1985,

OVERALL 83%
Not an easy game to survive or solve, and will probably take the average gamer quite a while to complete.

Arrrggghh! Wally Week, doesn't he just get right up your nose? Me, I hate him, I hate his games, I hate his puzzles, I hate his wife, his son, and the rest of his odious family. I hated PYJAMARAMA, THREE WEEKS IN PARADISE, and if I see him once more I will personally twist his pathetic little neck until his brain falls through the hole. EVERYONE'S A WALLY, me no like.

Richard

Well there's not a lot to say after Rich's had his say. I agree with him entirely. It's a boring game that failed to interest me at all. Despite it's reasonable graphics, it lacked that playability that would have made it, well playable. I don't like the thought of controlling lots of characters and therefore I don't like this game.

Mass

Re-rated at 45% Overall

A VIEW TO A KILL

Domark, First Reviewed November 1985,

OVERALL 45%
A generally disappointing game after hoping for a lot more.

I think that this game put me off film tie ins generally. I'm really not interested in this game, I don't even hate it — for some reason I am impartial to it really. Not one I'd recommend, not one I'd put you off. Oh well, anything to add Mass?

Richard

Hmm, well Rich, a mediocre game which is a bit of a come down from the film (poor old James looks a bit thin) and one that, I must agree with you, leaves me impartial. Not a particularly bad game and one that hasn't made an impression on me. Not one I would go out of my way to play.

Mass

Re-Rated at 30% Overall





DRUID

Firebird, £7.95 cass, joystick or keys

Life has not been easy for your average peasant in the land of Belorn recently. This is probably due to the appearance of four skulls of immense evil that have been brought to life by the Princess of Darkness while spreading her wrath all over the place. Four floors of an eight floor tower are where they are to be located, and you, a Druid, have been assigned the mystical task of defeating the Princess and her manic minions.

Your Druid finds himself abandoned in a mysterious forest — devoid of all humane life — with only a few spells to his credit. The destruction spell is the most powerful and useful — this can take the form of energy balls of water, fire, or electricity, but Druid has to be selective to which one he uses to defeat a particular demon as some will be more effective than others.

Making contact with any of the more violent creatures instantly drains your life force from the energy bar, located in the top left hand corner of the display. Fortunately, energy can be revitalised by standing on a revolving Pentacle of Life; however, on later levels don't mistake similar images as they will sap your energy.

To get to the lower vaults, where the skulls reside, you will need to gain access to the tower by locating a key. These can be found in chests, which are opened by simply walking into them, and then used to open doors by pressing the 1 key. All sorts of other goodies can be found within the chests, such as water, fire, electricity, invisibility spells, and Golems. Unfortunately, only one spell can be extracted from any one chest at a time because as soon as a chest is opened the creatures sense your appearance and will swarm around you.

Golems are large ape-like creatures who help you battle it out against your adversaries. They can be called up at any time once you have collected a Golem spell from a chest. He is controlled via the P key, and each time it is pressed it toggles between three commands: SEND, FOLLOW and WAIT. Alternatively, the Golem can be controlled by a second player via a joystick.

Another spell which ranks amongst the most powerful is the Chaos spell. This destroys all meanies in the Druid's vicinity and also bumps up his energy a fair bit. Death comes instantly if Druid falls into one of the many lakes or pools that have formed in the Tower — fortunately, there are bridges or stepping stones for him to make his way safely across.

At the end of the game you are given a rating ranging from Halfwit to Light Master, depending upon how many chests were opened, and the number of creatures and skulls destroyed.

So, are you Druid enough to rise through the ranks and become a lightmaster? Play Druid, and find out.

Anthony — CRITICISM

Difficult it is, but it's also fun at the same time. The game just has the right mixture of action and brain work to make it very addictive. The clear graphics have been taken straight from the Commodore version. The inclusion of a Golem for use by a second player is a good idea as it affords protection throughout the game. The scrolling screen is a good idea as it gives you an idea of where you need to get to, or where to avoid. Overall a very nice variation on the GAUNTLET theme that should be a best seller. Oh just a little note to Melvin, let's please have some decent loading music, the fairground themes are wearing a little thin.

Mass — CRITICISM

If you want a game that will keep you busy for a long time and is full of action, then DRUID is for you. It's not the first game to give you the choice of weapons, or spells in this case, to use, but it works rather well. When it comes to the difficulty, I did find it quite hard to get used to, but like all good arcade types you soon learn to get through the various levels with the minimum amount of hassle from the nasties. The overall look of the game is very colourful with the animation and graphics being well defined. A neat shoot'em up that will appeal to most arcade players and anyone else who likes a game to keep them glued to their monitors.

Richard — CRITICISM

I've played all three versions of DRUID and I must say that this is my favourite of them, even if it is slightly harder — but because of that it will keep you playing for a long time to come. Having never played GAUNTLET in any form before I must say that this does appeal to me — a sort of arcade adventure with a great deal of action to it, and quite atmospheric it is too. My only gripe with it is that the loading music, similar to that of a fairground organ, is totally unsuitable — can Melvin Wright do anything else? Never mind, there's a game there just waiting to be played and solved.

PRESENTATION 90%
Lots of helpful instructions, good loader.

GRAPHICS 85%
Very clear — no confusion.

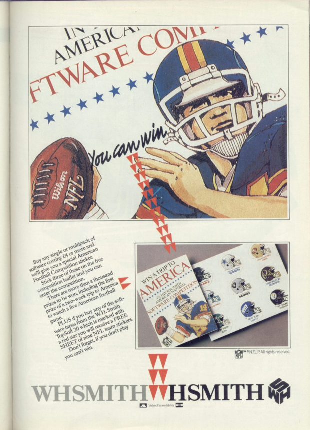
SOUND 80%
Unsuitable loading tune, good FX.

PLAYABILITY 87%
A definite challenge . . .

ADDICTIVE QUALITIES 86%
. . . that will keep you going.

VALUE FOR MONEY 88%
A price rarely seen these days.

OVERALL 88%
Another great release from Firebird.


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Please, oh yummy Comps Minion, I'd just love a wall clock and if I am a runner up I'd like the following game (Tick one).

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Winning, as always, is as simple as pushing Malcy's bathchair down to the Pig and Ball Bearings. All you have to do is to find all the words printed in bold in this text within the wordsquare. Once that's done cut it out, along with the prize form, and post it of to the competition minion here at the Towers. The address for this competition is: **BLAZING AWAY, AMTIX! TOWERS, PO Box 10, Ludlow, Shropshire. SY8 1DB**. Entries must reach my good self by December 4th, and it won't be long before you'll be blazing your trails!

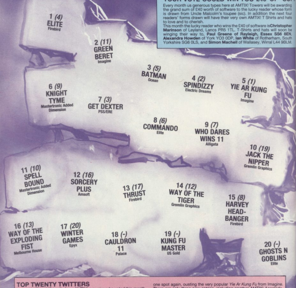
Don't forget to mark which **Gremlin Graphics** games you would like if you win. *Future Knight* is the latest all action game where you battle it out over an alien planets surface, through an astounding twenty levels. *Avenger* is the follow up to *Way Of The Tiger* with lots of extra features as you wander around a forgotten landscape. If you don't know about *Trailblazer* then you'd better read the Accolade review this issue.



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TOP TWENTY FOR DECEMBER

Here we go again, the Top 20 as decided by AMTIX! readers. The figures in brackets are last month's positions.



YOUR VOTE COULD WIN YOU £40 OF SOFTWARE

Every month us generous types here at AMTIX! Towers will be awarding the grand sum of £40 worth of software to the lucky reader whose form is drawn from Uncle Malcolm's toupee (sic). In addition the next four readers' forms drawn will have their very own AMTIX! T Shirts and hats to love and to cherish.

This month the lucky reader who wins the £40 of software is **Christopher Marinson** of Leyland, Lancs PR5 1TL. T-Shirts and hats will soon be winging their way to, **Paul Greene of Rayleigh, Essex SS6 8EN**, **Alexandra Howden** of York YO3 0DP, **Ian White** of Rotherham, South Yorkshire SG6 0LS, and **Simon Machell** of Wallasey, Wirral L44 9BLM.

TOP TWENTY TWITTERS

A very big THANKS to all of you AMTIX! groupies who voted this month, we don't mind if you don't agree with our joystick junkies. That's what democracy is all about — people arguing, disagreeing and fighting amongst themselves all the time! Keep your forms rolling in, that's very important if the chart is to be representative.

It did not take long for that old favourite *Elite* to take over the number one spot again, ousting the very popular *Yie Ar Kung Fu* from Imagine. There are only three new entries, including another AMTIX! Accolade, *Cauldron 11* from **Palace**!

It's most important to fill in your scores, if you want a mention in the new regular Saffron's Scoreboard feature. Do fill in all the form, we noticed some people have been skipping bits, now that's very naughty, so fill in all of it, y'hear?

WARE

Well done you lot and could you all write to Auntie Aggie with your chest sizes for the T-Shirts as soon as possible please. In fact it would be a good idea if everyone could put their T Shirt size alongside their name when they fill in the coupon. Thank you!

Remember, voting is simplicity itself and will only cost you the price of a stamp. Just fill in the form, all of it, and list your five favourite games in descending order with the best at number one. If you don't want to cut up your precious copy of AMTIX! write all the details on to a postcard or the back of an envelope, or you can always photocopy the form. Whatever you do, do it right! Please!

AMTIX! READERS TOP TWENTY CHART VOTING FORM

Please write in CAPS in an eyestrain free manner.

Name ....

Address ....

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The World's five hippest games in order of preference are:
TITLE

1 ....

2 ....

3 ....

4 ....

5 ....

My machine is a 464/664/6128/8256 (delete as applicable).If I am a winner the game I would like is:

....

Send your coupon to:

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SAFFRON'S SCOREBOARD

A bit of a change this month in the way I'm cataloguing the scores. Instead of being the highest scores of the month it'll be sort of a national championship, with the top scores of all time. So, if your score is higher then any here bung it in an envelope (slide) lick it and seal it, (slurp, slurp), address it, (scribble, scribble), and post it off (slide, plop). Right then, as it stands this is the nation's high scoring cherubs as they stand this December.

BATMAN (Ocean)
13,860 Ian Longion, Eastwood
7,908 Lakhveer Sahota, Wolverhampton
4,032 Nick Chaplain, Maidenhead

BOUNDER (Gremlin Graphics)
361,880 Steven Plamer, Aylesbury
354,540 Richard Eddy, AMTIX! Towers

CAULDRON II (Palace)
Completed Lee Martin, Churchdown

DAN DARE (Virgin Games)
Completed (And shot Mekon!) Mass Valducci, AMTIX! Towers
32,000 Paul Abley, Co Durham

ELITE (Firebird)
655,359,999 Tony Clarke, AMTIX! Towers
49,692,192 Credits Andrew Mpouzer
49,1449 Credits Ewan Mains, Hamilton

FIFTH AXIS (Loriciels)
99%, Shane Gilmartin, Malahide
86%, Saffron Trevaskis, AMTIX! Towers

GET DEXTER (PSS/ERE)
144,400 James Chan, Rodley
141,500 James Gent, Newcastle upon Tyne 132,000 Gareth Bradley, Dyfed

GHOSTS AND GOBLINS (Elite)
268,480 Paul Jolleys, Wigan
212,400 Brad Howarth, Saltford.
104,600 Simon Fincher, Evesham

GREEN BERET (Imagine)
1,164,680 Paul Jolleys, Wigan
164, 580 David Edwards, Stockton-On-Tees 72,300 Kenneth Grundy, Ferryhill

HARVEY HEADBANGER (Firebird)
99 - 0, Matthew Lloyd, Market harbrough

JACK THE NIPPER (Gremlin Graphics)
90% B Nay, Culverstone
73% Peter White, Sheffield
64% Paul Jolleys, Wigan

KNIGHT GAMES (English Software)
50,000 St. John Bird, Fakenham

KNIGHT TYME (Mastertronic)

100% Jeremy Nargi, Hove
100% Daniel Webster, Buckingham
100% Peter White, Sheffield

KUNG FU MASTER (US Gold)
166,900 Sarfraz Afzal, Doonfoot
142,300 Jonathon Agha South Norwood
104,000 Paul Jolleys, Wigan

MATCH DAY (Ocean)
56 — 1 Nathan Havell, Halstead

RADZONE (Mastertronic)
Sam Meldreim, Beaconsfield

SORCERY (Amsoft)
100% Completed, Tony Clarke, AMTIX! Towers
106,447 David Rowland, Kilmarnock
101,212 Chris Davies, Sherwood

SPELLBOUND (Mastertronic)
Completed Andrew Foster, Birkdale
Completed Paul Gerrard, Headly Down

SPINDIZZY (Electric Dreams)
106 Jewels Andre Page, Bristol
396,950 Maurice Bowness, Merseyside
243,248 Antony Power, Bognor Regis

STARQUAKE (Bubble Bus)
90% D Deeley, Warwick

STARSTRIKE TWO (Realtime)
1,145,000 Gary Marshall, Swanwick
1,409,600 Paul Jolleys, Wigan

TURBO ESPRIT (Durell)
35,000 David Gibbon, Co. Durham

WAY OF THE EXPLODING FIST (Melbourne House)
2,750,600 Eamonn Berdford, Rossendale

WHO DARES WINS II (Alligata)
998,560 Sohail Akram, Rochdale
579,700 Mark Lloyd, Co Kildare
536,760 Atlan Salid, Hackney

YIE AR KUNG FU (Imagine)
1,031,800 Michael Man, Digmoor
90,000,000 Stephen ho, Sheffield
91,227,40 Martin Draper, Askern

There you are then, all your scores my little gaming gastronaughts. Scores please as soon as possible if you want to make it into the Christmas Scoreboard. The address, as always is, SAFFRON'S SCOREBOARD, AMTIX! TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB. Until we meet again (Sob, sob) goodbyeee - and keep waggling those joysticks!

Saffron Trevaskis


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TERNATIVE MODE OF
T FOR CRUMBLY

ance to win a copy of the latest game from Quicksilva,

Those luverly people at Quicksilva have done it once again. Their new game *Glider Rider* has brought many a colourful moment into the otherwise monochrome existence of your humble minion. Yes, dear readers, the thought of running around the countryside performing daring feats, bombing reactors and trying to avoid being frazzled by lasers is a far cry from the toil and tedium of minionesque life which, as I may have said before on more than one occasion, is not an easy one.

Take today for example. Snuggled warmly in my comfy bed, in my comfy bedroom resplendent with my collection of early Victorian brooms and cleaning equipment, I was suddenly startled by Mummy minion who told me that I'd overslept and missed the 7 o'clock bus. This may not seem so catastrophic to you, dear readers, but in sunny Ludlow, buses are so rare as almost to be classed an endangered species. So armed with a stout pair of shoes and straining under the weight of Mummy minion's cheese sarnies, I began the heavy treck into Chateau AMTIX!

None of the other members of the AMTIX! team have to hike the miles into work, oh no — they all have their own form of transport. Crumbly Malcolm is always driven the fifty miles to and from Ludlow by his local Help the Aged group as his 1956 executive bathchair is named as such because that's the time he'd get into the Towers if he used it for commuting. Even Tony "Techspurt" Clarke has a British made C5, although he has POKED it into doing over 40 miles an hour — trouble is it can only cover fifty yards before the batteries pack up. Tricky Dickie has no problem in walking the 30 yards from his splendiferous flat to the office; he can stay in bed till 9 'o clock and still be in before Graeme 'Doc Martin' Kidd mans the gattling gun to greet the weary transgressors of the Newsfield regime. It's really not fair that I should be without transport and have to crawl from my pit of slumber in the wee hours to treck to work.

What I could do with is to acquire the amazing vehicle used in *GLIDER RIDER*. Sadly, I couldn't afford one on the meagre salary that I'm paid. The machine is a cross between a motorcycle and a glider. If you would like one of the 25 copies of the game that is up for grabs all you have to do is to design a back up mode of transport to get Crumbly the fifty miles into work just in case one day the Help The Aged Minibus forgets to pick him up. (Shame!)

Commit your designs to a piece of paper no bigger than A4 which is about the same size as this page. Once you've finished, scribble your name and address on the back of it and send it to GLIDER RIDER COMPETITION, AMTIX! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB to arrive here by the December 4th. Get working on your designs now!




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PUT DAN DARE BACK ON COURSE AN







WIN! Copies of VIRGIN's Sizzling new game! Books, T Shirts, Videos/LP's and Posters up for grabs

So, you think you know a bit about *Dan Dare* eh? Reckon you could get him out of a scrape and back into action against the Mekon?

VIRGIN's excellent game featuring *Dan Dare* sends him on a mission to thwart evil Mekon's plans to blackmail Earth. The evil Green One has taken over an asteroid and has set it on a collision course with our home planet. Dan and his faithful assistant, Digby, set out in their trusty craft the Anastasia, planning to land on the Asteroid and do battle with the nasty green Treens. If Dan succeeds on his mission, and disables the Mekon's asteroid, Earth will once again be a safe and happy place in which to live, but should he fail. . . .

Our very own Oli used to draw *Dan Dare* strips before he helped to set up AMTIX!, and he simply couldn't resist the temptation to revisit an old friend with his airbrush. Oli was a bit pushed for time, as you can see, and didn't quite manage to complete the artwork for the series of cartoon frames that appear here.







THE LASERS— THEY'VE KNOCKED OUT THE CONTROLS!

HOLD TIGHT DIG—WE'RE IN FOR A ROUGH LANDING...

AND COLLECT A HOST OF GOODIES!

Dan has suddenly run into a problem on his journey to the Mekon's hideout . . . Treen forces have intercepted the Anastasia, and Digby and Dan find themselves spinning down towards the hard surface of the Mekon's blackmail planetoid, out of control. It's up to you to finish the story and make sure that Dan lands safely so the game, programmed by the crew at VIRGIN, can go on.

What we want you to do is to complete the comic strip story . . . you can use whatever artistic materials you might have to hand, aided and abetted with a handful of talent. Complete the artwork and then turn your mind to the trio of tricky questions (well, not too terribly tricky) that appear on the entry form.

Complete the coupon and send it off to SAVE DAN DARE, AMTIX! Towers, PO BOX 10, Ludlow, Shropshire, SY8 1DB, making sure your artwork and answers arrive before 4th December.

Lots of luvverly prizes are up for grabs — and there are TWO first prizes in this competition! The senders of the top two entries will each collect a Poster, a Dan Dare T Shirt (one of a Limited Edition run), specially produced by VIRGIN, a copy of the game, a copy of the book *The Man Who Drew Tomorrow* — a biography of the man who created *Dan Dare* in the first place — and either three videos or five albums. (VIRGIN will send the two top prize winners catalogues so they can make their choice of videos or albums.)

A trio of runners-up are set to collect a copy of the game together with a Limited Edition T Shirt and poster, and then no less than twenty five lucky entrants are going to be receiving copies of the game together with a poster.

QUESTIONY BITS:

1) What is the name of the artist who originally created Dan Dare?

....

2) In which comic did (and does) the Dan Dare strip appear?

....

3) From which planet did the Mekon and the Treens originate?

....

NAME ....

ADDRESS ....

....

.... **POST CODE** ....

T SHIRT SIZE (S, M, L) ....



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No 1 November 1985

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WRITING THE LYRICS OF A BRAND NEW TUNE

With the year approaching its end, so my involvement with AMTIX! must also end. This is my last column (sob, sob). I've had a lot of fun writing for AMTIX! (and the other Newsfield mags) but this has always been my favourite section. So it isn't without sadness that I leave it for someone else to do. However, the decision was mine. I felt I had to move on and do something new. Exactly what, I can't say because I'm not a hundred percent sure myself but, as Max once said, "True genius must have its flaw."

I would like to thank everyone who has written with suggestions, tips, maps or sent in their software. It's made working here the most rewarding and fulfilling job I've ever had. I've worked on AMTIX! since issue one and have watched it grow to be the best magazine in its field. Once Jeremy Spencer's brainchild, now safely under Malcolm's control, will undoubtedly continue to improve in the future. But I don't feel able to be a part of that.

Now for the "Author's Message" bit. The whole of the computer games industry, journalists and software houses alike, emphasise the fun of playing games. That is their very nature: fun. However, when you're next happily zapping an alien or slowly solving an adventure puzzle — or whatever, consider what you're really seeing. Computer games are an evolving art form, in its infancy as yet. We occasionally moan at the limitations of software and hardware at the moment, but are aware of what has to come. The same limitations, while encouraging some plaguiarism of the latest techniques or styles, also serve to kindle imagination and the development of original gaming concepts. Adventure authors are becoming literate, graphics are being handled by artists. Skill and talent are becoming more important.

People often make the analogy of the computer games industry and the record business, highlighting the charts and hype that seem so essential. I would suggest a closer analogy would be the film industry, utilising sensual and technical talents to mold a creation. This is backed up by the appearance of development teams. Gary Ireland, Amstrad programmer from BDL once described his role as, "a sprite routine designer."

As in any art form, there is commercialism and dross, but apart from the development of talents, and how they will improve the art, the tools themselves are becoming increasingly more sophisticated. The only way to go is forward. See you there.

Em, should I go now?

THE INHERITANCE

Infogrames, £9.95 cass, £14.95 disk

New **Infogrames** titles are coming in thick and fast at the moment. Their latest release is another non-standard adventure called *The Inheritance*. The plot is simple. You're a financially and morally bankrupt lout whose aunt has just died. A telegram from her lawyers reveals that you are the sole heir to her fortune. However, you only have twenty four hours to reach Las Vegas and claim it. The fun begins.

The entire game depends on the manipulation of the cursor via the cursor keys in order to pick up and manoeuvre objects around the game. The game itself is in three parts and booted through CPM. As a code is needed before entry into the second or third parts may be achieved, the game must be played sequentially.

The first part then, has you in your flat, surrounded by a mass of apparently useless objects. In fact many of these objects have been borrowed from neighbours and these must be returned to their respective owners or you won't be allowed to leave the building. Each object is recognised by the respective owner so the matter of what belongs to whom soon becomes a matter of deduction. The objects are found by scanning closet doors and drawers with the cursor. Objects carried are displayed below the main part of the screen or in a hold all (if that has been picked up). After picking up a selection of items, you can leave the room and head down the corridors of the apartment block in an attempt to leave. At various points, neighbours will approach you and ask for their belongings. If you don't get them quickly, you will run out of time and miss the plane.

The second part of the game takes place at the airport and goes as far as your arrival in Los Angeles. As suits a game that depends entirely upon graphics, much of this section relies upon observation and memory. It's a fairly simple part of the game, but attention to detail here, is very important for success later.



The final part of the game takes place in the gambling centres of LA. You have until the end of the day to win $1,000,000! Exactly why you have to do this isn't really explained but it's a fairly enjoyable part of the game with a variety of gambling setups to choose from including Russian Roulette. Your memory can pay off in a variety of ways. You might notice one of the air stewardesses doing a routine in a sleazy strip joint. If you make this known to her, she will pay you to keep quiet and disappear. That's your token hint for the game, by the way. Exactly what happens after this, I'm not sure, having only got as far as I did with a lot of help.

I have some quibbles with the game. The play is real time (with a clock available for most of the game) but there is no obvious save facility which makes the idea of completion somewhat daunting. Some of the communications are a little contrived, such as the one explained above. It would be quite possible for a player to get the stewardess to own up by accidentally pressing the right key whilst in the correct screen position even if he was oblivious to the point of the encounter. The communications themselves are very abstract. Finally, the third part of the program can become repetetive and a little tedious if you have too much bad luck.

But the game works well as a whole. The graphics vary widely and some of the animation is impressive in its effective simplicity. There is a strong blend of slightly off beat humour and comic book caricature that runs from beginning to end and it works wonders for the atmospheric qualities of the game. *The Inheritance* is too obscure both in plot and presentation to appeal to all tastes but if you're looking for something refreshingly different and challenging to boot, keep this one in mind for Christmas.

Atmosphere	84%
Plot	82%
Interaction	76%
Lastability	87%
Value for money	85%
Overall	84%

For a change this month I am including two previews within this section of AMTIX! They are *Bugsy* and *The Colour of Magic*. Both look like being excellent games when finished.

IT'S THE ALL NEW COLOUR OF MAGIC PREVIEW TIME!

Discworld is, as the name implies, a flat, circular world, riding on the back of four gargantuan elephants, who in turn are standing astride a huge turtle. As time goes on, the turtle, known as the great A'Tuin, carries Discworld through the future.

Rincewind, an inhabitant of this world, is a rather pathetic wizard who only knows one spell (which he can't even pronounce) and is, at this moment in time, down on his luck. As we meet him for the first time, he's pondering over some rather foul ale in the Broken Drum Inn. He bought the obnoxious brew with his last gold coin (though little did he realise that the coin was worth more than the tavern).

It was at this moment that history was made. Discworld finally had its first tourist in the form of a little bespectacled man called Twoflower, who like any typical tourist, is always a bit lost and constantly reads from his phrase book — and equally constantly fails to get the message across. Being one to spot an opportunity, Rincewind, who happens to be multi-lingual, translates and so ends up being Twoflower's guide to Ankh-Morpork (the town in which Rincewind currently resides).

Like anyone in a new country, Twoflower considers himself immune to danger as he has nothing to do with what is going on, so Rincewind is stuck with keeping him, and his self propelled luggage, out of danger.

Note: this is no mean feat. The luggage, whose only goal in life is to stay with Twoflower where ever he goes, proves to get Rincewind into as much trouble as Twoflower. After a quick skirmish with the Assassin's Guild, Rincewind and Twoflower finally set off on their tour of Discworld, but not before burning most of Ankh-Morpork to the ground.

As the Two leave the city however, who should they run into but mister smiley himself, the Grim Reaper. Mr Death is not too pleased about Rincewind not being in Psephopolois, over two hundred miles way, and gets upset over his timetable, which is now truly up the spout. Death is not one to be fooled around, especially when slightly miffed, and Rincewind knows that they will meet again.

The Colour Of Magic from **Piranha** is based on Terry Pratchett's book, set in Discworld. You play the part of Rincewind as he tries to guide Twoflower, Discworld's first tourist, around the hazardous terrain that he wishes to see. All this, along with the hazard of the Grim Reaper (and the luggage), make the plot one of the wierdest and funniest I've ever encountered. The program follows the same format as *The Boggit* and *Robin of Sherlock*, with a multi part adventure and several hundred locations, the main sections of which are graphically illustrated.

The player can meet and talk to all the characters in the book but, unlike the book, there are many ways to complete the game. This means that there is no right solution, so each time you play, there's the incentive of trying a different route. The inclusion of a RAM SAVE option saves a lot of time changing tapes etc if you think that the next move may be fatal, as the effects of a RAM LOAD are instantaneous. The program also features the ultimate in scrounger disposal — a KICK BEGGAR option.

The Colour of Magic will cost £9.95 on cassette and should be being released about the time you read this. Hopefully, someone will have a full copy to review next month. Well — that's the theory.

THE SNOW QUEEN

Mosaic (St Brides), £9.95 cass

This new release from **Mosaic** is a rather late conversion for a game that has been out in other formats for some time now. It's a *Quill*based adventure with graphics based on the Hans Christian Anderson story of the young girl, Gerda and her quest to find Kay, the boy she loves, who has been kidnapped by the evil Snow Queen. An abridged version of the story is printed on the back of the instruction leaflet that comes in the package and the game itself begins at the end of chapter two.

You play Gerda and the first thing you have to do is get out of your grandmother's house. This is rather more difficult than it might at first seem. However, several pointers here, indicate what the rest of the game is going to be like. First of all, hardly anything can be examined. The vocabulary is pitifully small and the puzzles are contrived.

If and when you and your granny finally part ways, the most important factor is satisfying your hunger. A purse can be found containing a gold coin. But if you try spending this, nobody will believe it's yours and only trouble will be bought. Now if you go looking for the owner and give the coin back to her, you will be rewarded with enough cash to buy food.

Nice, simple puzzle? Well, not bad. Trouble is, the vocabulary is so small and the parser is so limited that you are likely to find yourself collapsing through exhaustion before you get the food. Nor is this the only instance of guess the word/syntax. The whole game works like that.

The game's narrative is written from Gerda's perspective and the responses are deliberately childish, but not annoyingly so. The graphics are framed in an attempt to add a fairy tale type quality but they are too simplistic for this to work. The game would have been better without them.

A game like this should be ideal for children — especially around Christmas time. Unfortunately, I don't see it being enjoyed by many. It's frustrating, unsatisfying and unexciting. There is nothing new or outstanding about any aspect of the program. The fact that it is in two parts means there's a fair amount to get to but frankly, it's not worth the effort. Perhaps the worst feature is the price. £9.95 is well over the top. Even as a budget game it would hardly carry any credibility. It's not going to be a white Christmas for Mosaic.

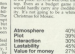
Oh, but I am so happy here. Just look at the charming view from the window. And here is the doll that Mama brought from...

But I am forgetting. We must hurry.

Please tell me what to do.

I am in a baker's shop. The smell of fresh bread makes me feel quite giddy.

What shall I do now?



Atmosphere	40%
Plot	39%
Interaction	30%
Lastability	45%
Value for money	27%
Overall	29%

WABBIT ON THE WAMPAGE

This *Quill*ed comedy game is the latest creation from the mysterious **St Brides School**. It's set in the prohibition era of the early twenties in Chicago and is the story of one rabbit's struggle to beat the mobs who run the city and become the most wanted criminal. To do this, a mob must be built up and put to good use in what quickly becomes a satirical power game.

I saw a very early version which had several locations but was fairly limited for choice of actions. All the dialogue is written in Bogarteese but has its tongue most firmly in cheek when describing background characters as if they are extras in a film. The best part of this preview copy was the death routine, believe it or not. It all begins normally enough; your wabbit getting shot to pieces and the score for that game appearing below. Then you are asked if you want another game. This is the beginning of a funny and surreal recursive sequence that takes you 'outside' the game and into St Brides itself during the 're-birth' of Bugsy himself.

The game plays heavily on the central character and Bugsy constantly makes quips about the game itself and his opinion of your guidance. A feature of the finished version will be an icon driven conversation system, allowing you to really get to grips with other characters, good and bad. It's good to see such an original game coming out at the reasonable price of £7.95. A full review of the game should appear soon.

LEATHER GODDESSES OF PHOBOS

Infocom, £14.95, disk only (all Amstrads)

Latest release from **Infocom**, compatible with both CPC and PCW machines, is the much talked about, *Leather Goddesses of Phobos*, an adult romp around the solar system in true pulp SF style. The game revolves around said leather fetishists and their plan to conquer Earth and turn it into a sexual playground. You play the Flash Gordon-esque character of Lane Mastodon who has to thwart the evil mistresses and their unsavoury plans.



The game comes in the now standard size **Infocom** box complete with what must be some of the best packaging to ever accompany a computer game. The highlight of this package must be the wonderful 3D comic that tells of the adventures of Lane in typical American comic book style. 3D glasses are supplied. The effect is fantastic as the booklet has been so well printed. Truly atmospheric stuff, and very funny too. You also receive a scratch 'n' sniff card and maps of some catacombs (more of which later).

The game's style is something of a departure from the usual **Infocom** fare for two reasons. This is the first of their new 'adult' range. Secondly, it has three levels of play, though these are not difficulty levels. The levels of play reflect the strength of the language used in the game. Changing levels requires typing either, TAME, SUGGESTIVE or LEWD depending upon the player's desires. A verification of age is required before the game will proceed to the next highest level (this course of interaction itself may lead to some interesting responses from the micro).

Apart from the level of play, the sex of the main character may be decided at the start of the game. This is because the game begins in a bar after you have drunk enough to want to pay a visit to a nearby convenience. Your sex (and that of important non-player characters) is determined by which toilet you choose to enter at this point.

After this unusual start, the game gets down to business with the dramatic arrival of some particularly yukky aliens who kidnap you and send you to Phobos (one of the moons of Mars, for the uninitiated). Soon afterwards, you meet up with your only friend, Tiffany (Trent, if you're playing a female character). On the Amstrad version sent to me, it appears that these persona have been accidentally swapped around but it makes little difference for the purposes of this review. Your immediate course of action involves finding your way out of the prison and escaping to the canal networks of Mars.

But Mars doesn't have any canals!

Try telling that to someone like Edgar Rice Burroughs. You see, *Leather Goddesses* is a fantasy, not a science fiction game. You'll find there is no problem breathing the Martian atmosphere or withstanding the pressure differential. In fact, Mars isn't such a bad place to be . . . Well, it wouldn't be if the circumstances were different. But you're in a race against time as the planned invasion of Earth is imminent. All is not lost. You and your sidekick have an asteroid shattering plan to prevent this impending disaster and that's to build an

. . . . . Anti Leather Goddesses gun. Em, yes — it does sound a little dodgy — but it's your only hope if you're to save humankind! Wait till you see the list of ingredients you need. And so the plot unfolds.

As the plot unfolds, your character will be required to experience several smells. This is where the scratch 'n' sniff card comes into play as it contains seven numbered segments, each capable of emitting obscure but nauseous odours. If that isn't a case of going to ridiculous lengths to add atmosphere, I don't know what is.

The game has all the usual features we have come to expect from Infocom; multi-command capability, massive vocabulary, vivid narrative and zany humour. Steve Meretzky improves with each game he writes and this addition will do his career no harm at all. The game is 'standard level' which, by most people's standards is very difficult indeed. While you're free to wander around, little is likely to be achieved until your capacity for lateral thought has been stretched to its limit. The price is high but reflects the quality of every aspect of the game. Even if you solved it within a week of purchase (which is most unlikely), it would be possible to replay the game several times to explore different possibilities and situations, just for fun.

Though I've been criticised for doing this in the past, I'm not going to give any ratings for *Leather Goddesses of Phobos*. My reason is the same as it has always been: **Infocom** produce games that are not only the best of their kind, but are way ahead of any of the competition. To rate them would imply that they are somehow comparable with other games which is simply not the case. This latest game lives up to that reputation.

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SHORT STORIES ON SILENT SCREENS

An overview of Home Grown adventure software

Over the last few months, some very good games have appeared, not from the major software houses, but from individuals using one of the utilities currently on the market to help them write their own adventures. Where possible, I've given these games column space for review but now — well, there are just too many of them. So I've decided to bundle them all together for the purposes of this guide. I've omitted the ratings system, with the exception of the Overall rating, left in to serve as a rough measurement of quality.

DARKLORD

Dream Software is the name fronting this three part game written by Justin Lycett on *GAC*. It takes advantage of the graphics facilities and multiple command inputs the utility has to offer. The game is a pure fantasy. You are on a quest to seek the help of a wizard in order to rid your land, Asalan, of a witch's curse. To do this, the witch must be killed and her sword of power taken.

The version I had suffered from slightly corrupted text when it ran on my 6128. However, this sometimes happens when software is written on another machine and need not be a problem — modifications can be made. Mr Lycett is hoping that the game might be taken up by a software house, and other problems will have to be dealt with before this is likely.

While the plot is a little cliched, it seems tightly woven and would suit a budget range. But at 14 years of age, I think the author's command of English lacks a necessary sophistication. It's great to have good ideas but if they cannot be coherently and interestingly conveyed, trouble is bound to crop up. It would be to Mr Lycett's advantage if he had the location and message descriptions re-written by someone a bit more experienced. Perhaps the vocabulary could be bolstered up a bit, too.

Another quibble I have is that the author has not thought carefully enough about what is a 'fair' game. The point of the 'exam' command is that players may inspect objects and decide how likely they are to be safe (or otherwise) before proceeding. In this game, if a chest is examined, an arrow flies out and kills you. Surely this should occur only if the chest is opened? A good 'exam' message might tell the player that the lock appears rigged. That way, caution is rewarded whereas haste is punished and game balance is maintained.

In a covering letter, Mr Lycett informs me that another game is currently under development and should be ready in about six months. I believe this gentleman's efforts will improve in time and look forward to his next game. I hope the criticisms of *Darklord* are heeded though. *Darklord* holds promise in many ways but Mr Lycett needs time to refine his skills if he hopes to be successful. No price was listed.

Overall 42%

Justin Lycett, 24 Willingdon Park Drive, Eastbourne, East Sussex.

ROYAL ROSE

This is a two part adventure from Paul Robson. The background describes a peace loving race of small creatures called Habbits. Unfortunately, a disease begins to spread, turning them into bad Habbits. They have staged a coup, taking over the royal castle with their army and are now getting ready to take over the whole country. Your friend, Mervin the magician intends to make a potion that will allow a brave person to overcome the supposedly impregnable defences of the Habbits' fortress. Once inside, such a hero(ine) could then try to save the country. Mervin needs one final ingredient for his potion: a blue rose that only grows in one part of the world.

Guess who's got to try and find it . . . The game is *GAC*ed and uses graphics. The implementation of *GAC* is fairly good, with most of that utility's features being well used. The graphics are of an acceptable quality but they aren't outstanding by any means. No price or address was given, but I'm sure Mr Robson would be willing to rectify this. His game is certainly worth looking at.

Overall 62%

CRIME TIME/ KINGDOM

This beautifully presented double adventure pack arrived courtesy of the author, A Garland, and should be selling for £1.99. Both games are *GAC*ed with graphics. The first game, *Crime Time*, puts you in the role of a federal agent on the trail of a missing colleague. It soon transpires that your friend has been assassinated by a gang of criminals. Your obvious quest therefore, is to find enough evidence to convict the culprits.

The game's graphics are of a reasonably high quality — in fact the highest of any piece of Home Grown software I've received. But the game itself is poorly written. Bad spelling, syntax, and grammar coupled with limited vocabulary and implementation of parser routines all combine to cripple the game somewhat. I'm afraid it's the same story for the accompanying fantasy game, *Kingdom*, where you have to prove your ability to rule by finding your way out of an artificially created land, designed to test contenders for the throne.

I believe this author's talents could be better utilised in partnership with a competent writer. The two of them could design a story that required good graphics and text and then concentrate on their individual specialities, with the writer developing the intricacies of story telling. As it stands, this is an interesting adventure vignette with some pleasing features. However, buyers may find it somewhat limiting.

Overall 44%



COLDITZ ESCAPE

Our hobby knows no bounds as the author of this two part adventure, FS Fridd boasts he's the oldest person to send me an adventure game. At 52 he's probably right, though I don't by any means hold this against him. The game is GACed and text only, using a neat split screen effect with descriptions and available exits at the top of the screen and response prompts at the bottom.

In the first part of the game, you have to bribe and steal equipment to earn points. When you have earned enough, you can go to the escape officer and attempt to escape from the castle. The furthest you can get in the first part is the barbed wire at the castle's outer perimeter. In the second half of the game, you have to get as far away as Switzerland.

This could be one of the better games around but it is seriously flawed in one respect. There is an agonisingly long response time after each input. This slows the game down considerably and just isn't necessary. I presume it was a deliberate move in Mr Fridd's part as *GAC* itself can offer near instantaneous responses. If this is the case, I think Mr Fridd has made a mistake.

In a cover note, the author asked whether I thought the game would be good enough to try and sell. From the research he appears to have done (the ground level is particularly accurate inside the castle) and the presentation of the game, it could easily be marketable. But first those responses need to be speeded up. If Mr Fridd announces a Mark II version of the game, I will have no hesitation in recommending it.

Overall 61%

MIAMI MICE

A spoof from the author of *Nythyhel*, Anthony Collins, this game envisions a society of mice living in the bowls of Miami, complete with their own drugs ring and law enforcement groups. It's a nice way of solving the problem of copyright when you want to satirise something, I suppose.

Unfortunately, I don't exactly have anything good to say about the game. The use of *GAC* is acceptable (though there are a few errors I wouldn't have expected from this author) but the game itself is unimaginative and dull. I'm afraid it just didn't make me click at all. Perhaps others will see a different side to it.

Overall 50%

50/50 Software, 17 Larch House, 37 Shawsdale Road, Bromford, Birmingham

FLOOK ONE

This is what author, David Dya, hopes will be the first part of a series of pure text, *Quilled* adventures and costs £1.75. The 'budding megahero' as the author refers to him, is Heronimus Flook, and the adventure centres on the doings of the megahero and his companion, Pedro the Flea. In this Pythonesque perambulation you, as Flook, have taken a job to write a huge accounts program for the MBI Megabore computer. You have fallen behind so badly (owing to your addiction to adventure games) that the boss has locked you in the attic of a dingy farmhouse to make you concentrate on the job at hand.

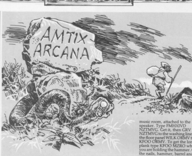
This is where the game begins. Very little of what happens next makes any sense — but then it's not supposed to, so that's fine. The humour is reasonably sophisticated, and that alone is enough to entice you to continue. The on-screen presentation is also very neat. What does let the game down is lack of location integrity. It's often possible to travel in a direction that repeatedly brings you to the same place. Mr Dya may have done this deliberately, but if that is the case, then I think he was wrong . . . It doesn't confuse, nor does it add anything to the game. It just makes it feel slightly tattered at the edges.

This is made up for to a large extent by the quality of some of the location descriptions, which range from the simplest descriptions to some of the most over the top pieces of prose I've come across in adventures. Worth a play. I look forward to the sequel.

Overall 63%

David Dya, 24 Kingsway, Banbury, Oxon, OX16 9NY

There were some other games that looked promising but unfortunately, none of them would load. No doubt my successor will give Home Grown software another look in the future. In the meantime, keep writing and the best of look. All of the adventures showed promise in some respect. The future looks good.



Once more the time comes for the rest of the issue to fade into oblivion. Like a Phoenix rising from the ashes, the Amtix! Arcana comes to life once more. And it's all thanks to you, you deliciously wonderful adventurites. This is the space with the pace, the pages for the sages . . . Oh well, sometimes it's nice to go over the top. Yet more letters have arrived about my code. It's a simple reversed alphabet like this:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
changes to —
ZYXWVUTSRQPONMLKJIHGFEDCBA
Right then. Off we jolly well go . . .

HARASSED HITCH-HIKER

Dear Sean
Is the watch important in *The Hitch Hikers' Guide to the Galaxy* (in the alternative universe where you play Ford)? What do you do in the Bugblatter Beast episode? I have played these and the space fleet scenario, the Trillian scenario and the common sense scenario but are there others and what do you do next? Incidentally, you need to *hear* the word from the vogon poem before the keyboard will respond correctly. What's the meaning of the 'thing'?

Finally, how many readers are so pre-occupied with trying to solve the problems in Infocom games that they forget how easy it is to have fun by trying obscure inputs such as SMILE, ENJOY, SAY, SHOUT and PANIC — not to mention a host of others. Try fighting the mailbox in *Zork I* for instance.
Chris Hester, Baildon, W Yorks

As far as I know, the watch has no significance. In the Bugblatter beast bit, you have to kill the beast first. To do this, tell the beast your name when he asks. Then run out of the cave, picking up a stone as you go. Once you're near the memorial stone, XLEVI SVZW DRGS GLDVO. Then XZIEV (name). After this, the confused bugblatter beastie will lie down for an after dinner snooze. You can re-enter the cave, go southwest and get something very useful for making tea and fixing improbability drives. Keep trying, there are several other alternative universes. Always save out after each one has been completed. Again, I've found no use for the thing (yet). Your right about interesting but useless features in Infocom games. One of the best is in Sorcerer. Try casting the proximity spell (from the chest) on anybody but Belboz, or look up facts about Infocom and Meretzky in the encyclopaedia. Always save the game first though.
SM

SEA AID

Dear Sean
On seeing tips for *Seabase Delta* in the November issue, I decided to help people in the same position as David Smith.

To get the disk, you need the washing line and magnet. The magnet is on the third level in the music room, attached to the speaker. Type FMHXIVD NZTMVG. Get it, then GRV NZTMVG to the washing line. At the floor panel WILK ORMV then KFOO ORMV. To get the long plank type KFOO MZRO while you are holding the hammer. Get the nails, hammer, barrel and plank and type NZPV HVVHZD.

To short the switch, you need the fork. Then HSLIG HDRGXS. Get the belt, the mixing bowl and foil. Get the egg by chewing gum and typing YOLD YFYYOV in the room with the hen. Take the bowl, flour, milk and egg into the kitchen. NZPV KZMXZPV then UIB KZMXZPV. This is used to cover the camera on the third floor.
Darren Podd, Little Billing, Northampton

ALLIED ADVENTURERS INC.

Roy Alexander: *Lords of Time, Colossal Adventure, Heroes of Karn, Forest at World's End, Message from Andromeda, Subsunk, Gremlins* — complete. Help on *Spellbound, Robin of Sherwood.*
43, Denmark Rd, Poole, Dorset, BH15 2DE

J Lycett: *Return to Eden, Emerald Isle, Jewels of Babylon, Forest at World's End, Fantasia Diamond, The Hobbit.*
24, Willingdon Park Drive, Hampden Park, Eastbourne, E. Sussex, BN22 OBS

Tim Gurney: *Never Ending Story, The Hobbit, Warlord, Heroes of Karn, Forest at World's End, Jewels of Babylon, Message from Andromeda, Classic Adventure, Mordon's Quest, Classic Cave Adventure.*
10, Garwyn Ave, Roundwood, Meliden, Prestatyn, Clwyd, N Wales, LL 19

Sam Meldrum: *Fantasia Diamond.*
Whites Hill, Amersham Rd, Beaconsfield, Bucks, HP9 2UG

John Manifold: Rusty Blade Helpline/ GLAMDRING fanzine.
1, High St, Ulceby, South Humberside, DN39 6TG

Pat Winstanley: Adventure Probe Fanzine (inc. Adventure Helpline)
13, Hollington Way, Wigan, WN3 6LS

John R Barnsley: Almost everything — Amstrad based or not!
32, Herrivale Rd, Rising Brook, Stafford, Staffs, ST17 9EB

Simon Martinez: *The Lord of the Rings* (both parts 1 and 2), *The Hobbit, Knight Tyme, The Wild Bunch.*
2 Vernhill Close, Off Fernhill Drive, Liverpool, L8 8LB
PS I also have a map of the best route through the Mines of Moria in Lord of the Rings.

Simon Davey: *Forest At World's End, Jewels Of Babylon, Message From Andromeda, Ship Of Doom, Espionage Island.*
22, Selkirk Street, Chaddesdon, Derby, DE2 6GL.
Need help on *Hunchback — The Adventure* and *Knight Tyme.*

Simon Marshall: *Lords Of Time, Heroes Of Karn, Message From Andromeda, Mindshadow, Red Moon, Jewels Of Babylon.*
23 Springfield Way, Stockton Lane, York, YO3 OHN (Tel 424008)

If you want to be added to the list, just write in and tell me which games you can help with and remember to give your full name and address. Of course, any useful tips you land in my lap could win you twenty pounds worth of Amstrad software!

PLEASE always remember to send an SAE!

As usual, space has stopped me doing what I wanted to do. There are a host of goodies ready for the Christmas issue, but we will still want your help beyond that, so keep writing. Next month, Richard Eddie will take over the adventure section. I wish him well. Apart from thanking everyone once more for the help they have given me, I'd like to thank Nik Wild from our advertising department. His adventuring expertise far surpasses mine and many a hint has come from him over a pint of ale, down at the Bull. Goodbye and good luck with life in general. The address to send your goodies to is AMTIX! ARCANA, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Don't forget to write care of Richard.

◀LEVEL 9 COMPETITION!▶

Write a Slogan

STRETCH your imagination and write a slogan for the Adventure games Wizards!

A laminated year planner, embossed with all the lovely Level 9 artwork, for 50 lucky readers!

Level 9, the adventure wizards, have got 50 superb laminated year planners to give away. You can write on them (Scribble, scribble) and if you change your mind you can wipe it off (scrub, scrub). What they want you to do is to design a slogan for **Level 9** adventures. If the winning entry meets with Aunty Margaret's approval then it may be used on their packaging in the near future.

In a vain attempt to give you some ideas here are the ideas that the team came up with . . .

Things are fine with Level 9!

RICHARD

Level 9 — good band that!

MASSIMO

Level 9 — but do they use Hardware Scroll?



Level 9 — a jolly nice company!

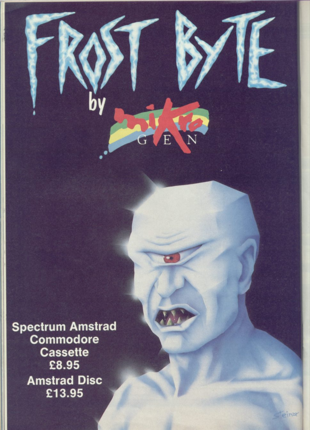
CRUMBLY

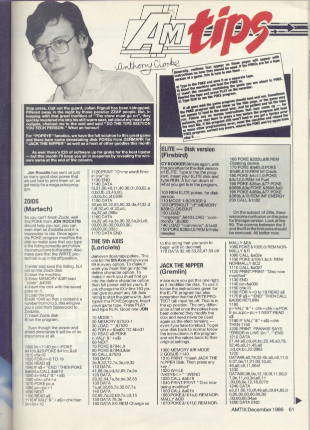
TONY

Hopeless? Yes, they are terrible. No use at all. I'm sure you lot could do so much better, so post it off to the broom cupboard at the following address:

MINION PLANS HIS YEAR, AMTIX! Towers, PO Box 10, Ludlow, Shropshire. SY8 1DB. It must arrive no later than December 4th and you'll be planning your New Year before you know it!

AMTIX! COMPETITION


FROST BYTE
by
mikro
GEN
Spectrum Amstrad
Commodore
Cassette
£8.95
Amstrad Disc
£13.95
Steinar



Generally, routines that appear on these pages will appear with instructions on how they should be used. If the POKEs are for a tape version of a game, this is how to use them . . .

a) Type in the POKE and save it on a separate tape.
b) Reset the machine and load the POKE in.
c) Insert the cassette containing the game you are about to POKE. Rewind the tape and press PLAY on the recorder.
d) Type RUN to run the POKE program.

If all goes well the game program should load and run. Sometimes the POKE program will not show up the title page, or the game may not appear to load in the usual way. Just be patient and let the tape run. Follow any on screen instructions that may come up — for instance, you may have to press a key before the program will load the next file. If the program still won't load or you get a *Syntax error* or some other programming error, reset the machine and reload the POKE program, correct any errors, resave the POKE and try again from step B . . .

Stop press, Call out the guard, Julian Rignall has been kidnapped. Pilfered away in the night by those peculiar ZZAP people. But, in keeping with that great tradition of "The show must go on", they quickly mustered me into his still warm seat, set about my head with cudgels, chained me to the wall and said "DO THE TIPS SECTION YOU TECH PERSON." What an honour!

For "POPEYE" fanatics, we have the full solution to this great game and there bare some devastating disk POKEs from DENMARK for "JACK THE NIPPER" as well as a host of other goodies this month

As ever there's £20 of software up for grabs for the best tipster — but this month I'll keep you all in suspense by revealing the winners name at the end of the column.

Jon Rocatis has sent us just so many good disk pokes that we just had to print them all, so get ready for a mega poke proggys.

ZOIDS (Martech)

So you can't finish *Zoids*, well this POKE from **JON ROCATIS** should help you out, you can even start as Zoidzilla and it is impossible to die. Once again the POKE program modifies the disk so make sure that you type in the listing correctly and follow the instructions to the letter. Also make sure that the WRITE protect tab is up in the off position.

1) enter and save the listing, but not on the *Zoids* disk
2) reset the machine
3) Enter MEMORY &3fff:load "zoids",&4000
4) insert the disk with the saved poke on it.
5) Load the prog
6) edit 1040 so that x contains a number from 0 to 5, this will give you a zoid from Spiderzoid to Zoidzilla.
7) Insert Zoids disk
8) run the program.

Even though the power and shield diminishes it will be of no importance at all.

```
1000 lin=1140:pc=:POKE
&41cb,&20:POKE &41cc,&a6
1010 chk=0
1020 FOR n=0 TO 19
1030 READ a$
1040 IF a$="END" THEN POKE
&a63d,x:CALL &a610
1050 a=VAL("&"+a$)
1060 chk=chk+a
1070 POKE pc,a
1080 pc=pc+1
1090 NEXT
1100 READ a$
1110 IF VAL("&"+a$)=chk then
lin=lin+10
1120 PRINT "Oh my word! Error
in line";lin
1130 END
1140 DATA
f3,21,00,40,11,40,00,01,80,02,e
d,b0,fb,c3,40,00,
cd,0e,bc,af,0809
1150 DATA
32,ee,62,32,83,50,32,de,4f,32,d
f,4f,32,e0,4f,32,a4,
4a,32,a5,089e
1160 DATA
4a,32,a6,4a,3e,00,32,5a,2d,c9,
00,00,00,00,00,00,00,
00,00,00,032c
1170 DATA END
```

THE 5th AXIS (Loriciels)

Jon even does tape pokes. This one for the **5th Axis** will give you 99 in every option. To make it work you must first go into the define character option. To make ir work you must first go into the define character option then full power will be yours. If you change the XX in line 160 you can give yourself any 5th Axis rating to start the game with. Just type in the POKE program. Insert youe game tape. Press PLAY and type RUN. Good one **JON**

```
10 MODE 1
20 MEMORY &7530-1
30 LOAD "",&7530
40 FOR n=&be00 TO &be31
50 READ a$:POKE
n,VAL("&"+a$)
60 NEXT
70 POKE &794c,0
80 POKE &794d,&be
90 CALL &7530
100 DATA
3e,ff,32,72,7a,3e,c9,32
110 DATA
41,68,3e,cd,32,63,7a,3e
120 DATA
29,32,64,7a,3e,be,32,65
130 DATA
7a,af,32,66,7a,32,67,7a
140 DATA
32,68,7a,32,69,7a,c3,15
150 DATA 78,3e
160 DATA XX: REM Change xx
to the rating that you wish to
begin with (in decimal)
170 DATA 32,46,53,32,47,53,c9
```

ELITE — Disk version (Firebird)

CY BOOKER Strikes again, with the pokettes for the disk version of ELITE. Type in the the program, insert your ELITE disk and type RUN. A full run down of what you get is in the program.

```
100 REM ELITE pokes, for disk
version.
110 MODE 1:BORDER 0
120 OPENOUT "d":MEMORY
&83f:CLOSEOUT
130 LOAD
"largeaxx",&840:LOAD "com-
mon2x",&c000
140 LOAD "commonx",&1a40
150 POKE &382d,0:REM Infinite
missiles
160 POKE &202b,&f6:REM
Cloaking device
170 POKE &fe85,0:POKE
&fe86,&18:REM Inf Creds
180 POKE &4c11,0:POKE
&4c12,0:REM Inf Fuel
190 POKE &36ac,&77:POKE
&3698,&3e:POKE &3699,&a0
195 POKE &369a,&77:POKE
&369b,&18:REM INF ENERGY
200 CALL &1c82
```

On the subject of *Elite*, there was some confusion on the poke for the tape version. Look at line 90. The comma between the 3 and the B in the first poke should be removed. All better now.

JACK THE NIPPER (Gremlin)

make sure you get this one right as it modifies the disk. To use it follow the instructions given for the ELITE program but also remember that the WRITE PROTECT tab must be off. That is in the up position. The only difference is that once the pokes have been entered they modify the disk and need never be used again as the efect remains — even if you have to reload. To get your disk back to normal follow the instructions in the program and set the values back to their original settings.

```
1000 MEMORY &fff:MODE
2:GOSUB 1140
1010 PRINT "Insert JACK THE
NIPPER Disk. Then press any
key."
1020 WHILE
INKEY$<>"":WEND
1030 CALL &bb18
1040 PRINT:PRINT "Disc now
being modified"
1050 CALL &a01b
1060 POKE &101e,0: REM NOR-
MALLY &CD
1070 POKE &101f,0: REM NOR-
MALLY &EA
1080 POKE &1020,0: REM NOR-
MALLY &1f
1090 CALL &a02e
1100 POKE &10b1,&c3: REM
NORMALLY &C2
1110 CALL &a027
1120 PRINT:PRINT "Disc now
modified"
1130 END
1140 pc=&a000
1150 chk=0
1160 FOR n=0 to 19:READ a$
1170 IF a$="END" THEN CALL
&A000:RETURN
1180
a=VAL("&"+:chk=chk+a:POK
E pc,a:pc=pc+1:NEXT:READ
a$
1190 IF VAL("&"+a$)=chk
THEN 1150
1200 PRINT  FRANKIE SAYS
'ERROR In LINE ;lin;"..":END
1210 DATA
21,44,a0,cd,d4,bc,22,46,a0,79,
32,48,a0,21,45,a0
,cd,d4,bc,22,0982
1220
DATA49,a0,79,32,4b,a0,c9,11,0
0,07,0e,11,21,00,10,df,
46,a0,c9,11,064f
1230
DATA00,06,0e,12,18,0f,11,00,0
7,0e,11,cd,3d,a0,11
,00,06,0e,12,18,027d
1240 DATA
e3,21,00,10,df,49,a0,c9,84,85,0
0,00,00,00,00,00,00
,00,00,00,04ae
1250 DATA END
```

GREEN BERET (Imagine)

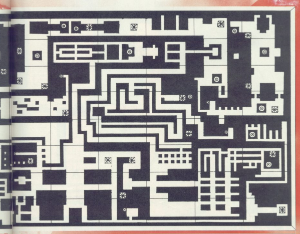
Enter these and your Green Hat will be Well 'ard. The Sprite detection is turned off so you can run through anything. the program modifies the disk, just like the ''JACK THE NIPPER'' POKE so be careful. Read the bit on ''JACK THE NIP'' to find out how to use this POKE. THanks once again go to **Jon Rocatis**.

```
1000 OPENOUT ''d'':MEMORY
&103f:CLOSEOUT
1010 GOSUB 1210
1020 MODE 2:PRINT ''Please
insert GREEN BERET Disc''
1030 PRINT ''Then press any
key . . .''

1040 WHILE
INKEY$<>'''':WEND
1050 CALL &bb18
1060 PRINT ''Disc now being
Modified . . .''
1070 CALL &6000
1080 LOAD ''data1.bin''
1090 POKE &353f,0:REM
NORM &c2
1100 POKE &3540,0:REM
NORM &BE
1110 POKE &3541,0:REM
NORM &25
1120 POKE &3570,0:REM
NORM &28
1130 POKE &3571,0:REM
NORM &4c
1140 POKE &3584,0:REM
NORM &28
1150 POKE &3585,0:REM
NORM &38
1160 POKE &35bd,&c9:REM
NORM &c0
1170 a$=''data1.bin''
1180 |ERA,—a$
1190 SAVE
''data1'',b,&1040,&3fc0
1200 END
1210 pc=&6000:lin=1350
1220 chk=0
1230 FOR N=0 TO 19
1240 READ a$
1250 IF a$=''END'' THEN
RETURN
1260 a=VAL(''&''+a$)
1270 chk=chk+a
1280 POKE pc,a
1290 pc=pc+1
1300 NEXT
1310 READ a$
1320 IF VAL(''&''+a$)+chk
THEN lin=lin+10:GOTO 1220
1330 PRINT ''Error in line'';lin
1340 END
1350 DATA
21,41,60,cd,d4,bc,22,43,60,79,
32,45,60,21,42,60,cd
,d4,bc,22,0876
1360 DATA
46,60,79,32,48,60,11,00,02,0e,
41,21,49,60,e5,d5,c5,df,
43,60,0726
1370 DATA
21,72,61,cd,3b,60,21,92,61,cd,
3b,60,c1,d1,e1,df,46,
60,c9,cb,0a64
1380 DATA
be,23,cb,be,c9,84,85,00,00,00,
00,00,00,00,00,00,00,00,
00,00,043c
1390 DATA END
```



PANZADROME



KEY: ⊠ : TURRETS ◎ : TARGETS ⊠ : BASES

AM-TIPS

TOMAHAWK (Digital Integration)

Never have I had to work so much to get a poke right in print. This one is just **B-I-G.** Remember to save the program before you try using it. This one is for the tape version only, but if anyone can convert it to disk then send it in. (hopefully in a shorter form). This program will give you infinite lives, so defeating the enemy should be no problem. Thanks to **JON** once again.

```
1000 lin=1140:pc=&3f8e:MEMORY pc-1
1010 chk=0
1020 FOR n=0 to 19
1030 READ a$
1040 IF a$="END" THEN CALL &3f8e
1050 a=VAL("&"+a$)
1060 chk=chk+a
1070 POKE pc,a
1080 pc=pc+1
1090 NEXT
1100 READ a$
1110 IF VAL("&"+a$)=chk THEN lin=lin+10:GOTO 1010
1120 PRINT "You naughty person! Check line";lin
1130 END
1140 DATA 21,9d,3f,11,00,a9,01,00,02,f3,ed,b0,c3,00,a9,01,89,7f,
ed,49,07f5
1150 DATA 21,00,00,11,00,00,01,40,00,ed,b0,01,81,7f,ed,49,21,8e
3f,11,0546
1160 DATA 76,30,3e,30,cd,50,a9,30,21,cd,8e,3f,f3,21,00,01,11,
f8,a7,3e,07c8
1170 DATA 50,cd,50,a9,30,10,21,00,c0,11,00,40,3e,70,cd,50,a9,
30,03,c3,06f2
1180 DATA a6,aa,dd,21,c5,bc,dd,36,00,00,f3,dd,23,18,f7,cd,7c,
a9,f5,21,0aec
1190 DATA c1,a9,e5,cd,ee,a9,e1,30,0b,3a,a3,aa,d6,3f,32,a3,aa,
cd,a6,a9,0c06
1200 DATA d1,f5,01,82,f7,ed,49,01,10,f6,ed,49,fb,7a,cd,74,bc,
f1,c9,32,0c11
1210 DATA a1,aa,1b,1c,e5,d5,cd,a7,bc,d1,dd,e1,cd,6e,bc,f3,01,
0e,f4,ed,0cd5
1220 DATA 49,01,d0,f6,ed,49,0e,10,ed,49,01,92,f7,ed,49,01,58,
f6,ed,49,09df
1230 DATA c9,7a,b7,28,0d,e5,d5,1e,00,cd,b7,a9,d1,e1,d0,15,20,
f3,01,ff,0ade
1240 DATA ff,ed,43,a4,aa,16,01,e9,cd,59,aa,d0,dd,77,00,dd,23,
15,1d,20,09c3
1250 DATA f3,18,00,15,28,06,cd,59,aa,d0,18,f7,cd,4f,aa,cd,59,
aa,d0,aa,0a0d
1260 DATA 20,07,cd,59,aa,d0,ab,37,c8,3e,02,b7,c9,d5,cd,f8,a9,
d1,d8,b7,0bd4
1270 DATA c8,18,f6,2e,55,cd,76,aa,d0,11,00,00,62,cd,76,aa,d0,
eb,06,00,0937
1280 DATA 09,eb,25,20,f4,61,79,92,4f,9f,47,eb,09,eb,cd,76,aa,
d0,7a,cb,0aaf
1290 DATA 3f,cb,3f,8a,94,38,ea,91,38,e7,7a,1f,8a,67,22,a2,aa,
cd,59,aa,0a01
1300 DATA d0,21,a1,aa,ae,c0,37,c9,2a,a4,aa,ac,f2,49,aa,7c,ee,
08,67,7d,0b09
1310 DATA ee,10,6f,37,ed,6a,22,a4,aa,c9,2a,a4,aa,7d,2f,5f,7c,
2f,57,c9,0982
1320 DATA d5,1e,08,2a,a2,aa,cd,7d,aa,dc,86,aa,30,0d,7c,91,9f,
cb,12,cd,0a04
1330 DATA 39,aa,1d,20,ea,7a,37,d1,c9,06,f4,ed,78,e6,04,c8,ed,
5f,c6,03,0a7b
1340 DATA 0f,0f,e6,1f,4f,06,f5,79,c6,02,4f,38,0e,ed,78,ad,e6,
80,20,f3,08ce
1350 DATA af,ed,4f,cb,0d,37,c9,af,ed,4f,3c,c9,00,00,00,00,00,
af,32,fc,0890
1360 DATA 08,c3,00,01,00,00,00,00,00,00,00,00,00,00,00,00,00,
00,00,00,00cc
1370 END
```

Phewwww!! Thank the maker that that's over.

NOMAD
Ocean

You will have to enter this poke to find out what it does. Thanks to **Rhett Middleton, Lampeter, Wales.** for this and the *BATMAN*, *RAMBO* and *GET DEXTER* pokes. When you have entered the program, type RUN plus ENTER or RETURN. Insert your NOMAD cassette and press PLAY on the datacorder.

```
10 DATA 21,3a,22,36,00,c3,dc,3a,21,40,22
20 DATA 36,25,23,36,9b,21,40,20,11,40,00
30 DATA 01,06,02,ed,b0,21,40,20,11,40,00
40 DATA bb,e5,21,06,02,e5,21,1f,b1,e5,21
50 DATA bb,02,e5,f1,21,e5,b7,11,d4,b7,f3
60 DATA c9
70 MEMORY &2000
80 FOR x=&be00 to &be37
90 READ A$
100 POKE x,VAL("&"+a$)
110 NEXT
120 LOAD ""
130 CALL &3a6a
140 LOAD "!",&2040
150 CALL &be08
```

BATMAN
(Ocean)

Type in this listing for the tape version and BATMAN will have as many lives as it takes to put the BATMOBILE together. After typing in the listing, type RUN plus ENTER or RETURN, insert your BATMAN cassette and press PLAY.

```
10 DATA 21,90,1c,36,00,c3,00,01,21,2d,22
20 DATA 36,d3,21,40,20,11,40,00,01,f2,01
30 DATA ed,b0,21,40,00,e5,21,00,bb,02,e5
40 DATA f2,01,e5,21,1f,b1,e5,21,bb,02,e5
50 DATA f1,21,e5,b7,11,d4,b7,f3,c9
60 MEMORY &2000
70 FOR x=&be00 TO &be34
80 READ a$
90 POKE x,VAL("&"+a$)
100 NEXT
110 LOAD ""
120 CALL &3a6a
130 LOAD "!",&2040
140 CALL &be08
```

RAMBO
(Ocean)

That little pink guy just won't quit, especially after he's been poked a few times. This routine will give you infinite energy, so finishing the game should be no problem. Type in the program, type RUN and press ENTER or RETURN. Insert your RAMBO tape and press play. Couldn't be simpler.

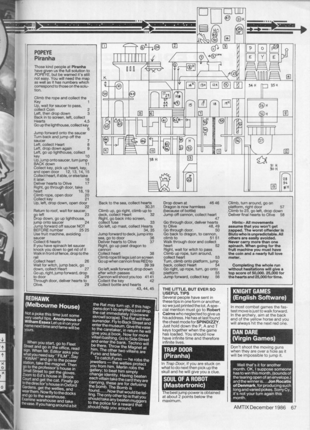
```
10 DATA 21,9c,8e,36,00,23,36,00,23,36,00
20 DATA 21,ab,8e,36,00,c3,00,8f,21,2d,22
30 DATA 36,f8,21,40,20,11,40,00,01,f2,01
40 DATA ed,b0,21,40,00,e5,21,00,bb,e5,21
50 DATA f2,01,e5,21,1f,b1,e5,21,bb,02,e5
60 DATA f1,21,e5,b7,11,d4,b7,f3,c9
70 MEMORY &2000
80 FOR x=&9500 TO &953f
90 READ A$
100 POKE x,VAL("&"+a$)
110 NEXT
120 LOAD ""
130 CALL &3a6a
140 LOAD "!",&2040
150 CALL &9513
```

GET DEXTER
(ERE)

You can't really lose now as this one give you infinite energy. Don't jump into the fans though, as they still splatter your brains all ove4r the room. Just do the same as with the BATMAN and RAMBO POKES.

```
10 DATA 21,22,b2,06,c3,e5,c5,21,97,c2,e5
20 DATA c5,21,5e,02,06,cf,e5,c5,21,ff,bb
30 DATA 06,08,e5,c5,21,55,7b,3e,04,11,05
40 DATA 7c,c1,fd,e1,f5,cd,13,79,38,fb,f1
50 DATA 3d,20,f0,21,5e,7b,36,fa,21,4e,40
60 DATA 11,fb,7b,01,13,00,ed,b0,f3,21,55
70 DATA 7b,11,31,b9,01,c0,00,ed,b0,c3,31
80 DATA b9,21,16,b3,36,e2,23,36,b9,c3,12
90 DATA b3,21,d1,7e,36,00,c3,da,6b
100 MEMORY &3000
110 FOR x=&4000 TO &4060
120 READ a$
130 POKE x,VAL("&"+a$)
140 NEXT
150 LOAD ""
160 POKE &7924,&c9
170 MODE 0
180 CALL &4000
```


AM-TIPS
DAN DARE
PILOT OF THE FUTURE
KEY:
UP LIFT
DOWN LIFT
X : ROOF GUN
O : TREEN
B : BLOCKS (1-4)
M : PAL TO BE RESCUED
OPENS AFTER BLOCK 1 etc.
I WILL DESTROY YOUR PUNY EARTH, DARE!
WE MUST STOP THE GREEN HORROR BEFORE THE ASTEROID COLLIDES WITH US!
MAP DRAWN BY P.ABLEY
START
PRISON
BRIDGE
WILL DAN THWART THE MEKON'S PLAN TO DOMINATE THE CIVILISED UNIVERSE?
© IPC/DAN DARE LTD. 1986



POPEYE
Piranha

Those kind people at **Piranha** have given us the full solution to *POPEYE*, but be warned it's still not easy. You will need the map as well as it has numbers which correspond to those on the solution.

Climb the rope and collect the Key 1
Up, wait for saucer to pass, collect Coin 2
Left, then drop down 3
Back in to screen, left, collect Hearts 4,5
Go up the lighthouse, collect key 6

Jump forward onto the saucer
Turn back and jump off the saucer 7
Left, collect Heart 8
Left, drop down again 9
Left, go up lighthouse, collect key 10
Up, jump onto saucer, turn jump BACK down 11
Collect key, pick up heart, key, and open door 12, 13, 14, 15
Collect heart, if able, or else take it later. 16
Deliver hearts to Olive 17
Right, go through door, take heart 18, 19
Climb rope, open door 20
Collect key 21
Up, left, drop down, open door 22

Return to roof, wait for saucer, go left 23
Drop down, go up lighthouse, jump onto saucer 24
Jump forward off saucer NOT BEFORE number 25 25
Use fruit machine, avoiding saucer
Collect 6 hearts
If you have spinach let saucer knock you down to get rid of it
Walk in front of fence, drop to the rail
Collect heart 26
Wait for witch, jump back, go down, collect Heart 27
Go up, right, jump forward, drop to door 28
Through door, deliver hearts to Olive. 29

Back to the sea, collect hearts 30,31
Climb up, go right, climb up to deck, collect Heart 32
Right, go back into screen, collect fuse 33
Go left, up mast, collect Hearts 34, 35

Jump forward to deck, jump into sea, go to door 36
Deliver hearts to Olive 37
Right, go up past dragon to cannon
Collect heart 38
Climb rope till legs just on screen
Go up when cannon fires RED to 39 39

Go left, walk forward, drop down after witch passes 40
Cannon will shoot you too 41 41
Collect the key 42
Collect bottle and hearts 43, 44, 45

Drop down at 46 46
Dragon is now harmless (because of bottle)
Jump off cannon, collect heart 47
Go through door, deliver hearts to Olive 48, 49
Go through door. 50
Go back to dragon, to cannon, climb to 51 51
Walk through door and collect heart 52
Right, wait for witch to pass
Climb up rope, turn around, collect heart 53
Turn, climb onto platform, jump back, collect Heart 54
Go right, up rope, turn, go onto platform 55
Jump forward, collect key 56

Climb, turn around, go on platform, right door 57
Climb to 23, go left, drop down
Deliver final hearts to Olive 58

Hints:- All movements assume that you won't get zapped. The worst offender is Bluto who is unpredictable. All others are easily avoided. Never carry more than one spinach. When going for the fruit machine you must have the coin and a nearly full love meter.

Completing the whole run without hesitations will give a top score of 50,000. 25,000 for the hearts and 25,000 for time.

REDHAWK
(Melbourne House)

Not a poke this time just some very useful tips. **Anonymous of Witham Essex** Let us in on your name next time and fame will be yours.

When you start, go to Fleet Street and go in the office, read sign. When Mr. Editor asks you what you need say "FILM". Say "KWAH" and go to the power station, take the magnet. Then go to the professor's house in Small Street to get the gloves. Zoom to Ed's house in Brook Court and get the cat. Finally go to the director's house in Oxford Gardens, get the wellies, and wear them. Now fly to the docks and go to the warehouse. Examine warehouse and take the vase. If you hang around a bit the Rat may turn up, if this happens don't do anything just drop the cat immediately (meowww skrowll scrape). The Rat will then surrender. Fly to Back Street and enter the museum. Give the vase to the caretaker, in return he will give you a book. Now for more villain bashing. Go to Side Street and enter the bank. Techno will be there. Throw the Magnet at him. The other two villains are Furso and Merlin.

To catch Furso — he robs the jewellers — the wellies protect you from him. Merlin robs the gallery; to beat him simply change identity. Having beaten each villain take the card they are carrying, these are for defusing the bomb. The Bomb is found.......Now that would be telling. The only other tip is that you should take any beaten muggers to the police for a reward that should help you around.

THE LITTLE, BUT EVER SO USEFUL TIPS

Several people have sent in these tips in one form or another, so we just printed the lot. A special mention must go to **Robert Cairns** who neglected to give us his address. He has at last found the cheat mode for **SPINDIZZY**. Just hold down the P, A and T keys together when the game has loaded. You should now have infinite time and therefore infinite lives.

TRAP DOOR
(Piranha)

In *Trap Door*, if you are stuck on what to do next then pick up the skull and he will give you a clue.

SOUL OF A ROBOT
(Mastertronic)

The best jump power is obtained at about 2 points below the maximum.

KNIGHT GAMES
(English Software)

In most combat games the fastest move is just to walk forward. In the archery, aim at the back end of the yellow horse and you will always hit the next red one.

DAN DARE
(Virgin Games)

Don't shoot the moving guns when they are over a hole as it will be impossible to jump it.

Well that's it for another month. OK, I suppose someone has to win this month, (sounds of the tearing open of an envelope.) and the winner is. . . **Jon Rocatis of Denmark**, for producing such long and varied pokes. Sorry Cy, it's not your turn again this month.



AMTIX! CHALLENGE!

ANOTHER EPISODE OF THE LE AMTIX! CHALLENGE – THE CA

As related by Ms Trevaskis

So far that Lounge Lizard, **Richard Eddy**, has got away with the easy part of the challenge, writing it, but I decided it was time he was put forward in his new capacity of Software Editor to throw down the Gauntlet and challenge one of my humble fans. A bit reluctant at first, not being the high scoring type, he was timid and spent hours barracading himself into his desk with his trusty sarnie store but as you should know by now no-one, but no-one, dares to oppose my decision and so the fateful day dawned. I had sat with him all the night before practicing on several games that were likely to be played, to get him into shape as it were. So the challenge day dawns once more in the quaint town of Ludlow — once described as the place that time forgot!

This month's challenger is a name you might have spotted elsewhere in the mag, one **Glenn Carey**, who during his imprisonment in the Towers was forced to write a couple of reviews. I installed little faith in old Soft Ed due to the fact that I had spotted him trying desperately to mangle every joystick in existence earlier that morning, but not to worry I knew an ancient plantation of trees that bore the most unusual fruit of Joysticks. So, being of the inspirational sort, I eagerly sent Glenn to pick the ripest one. (You'd better believe this or else . . .) He returned bearing a succulent Master Joy from the Vulcan Electronics tree.

The chosen game, *Harvey Headbanger*, features two delightful characters Harvey and his old mate, Hamish Highball. The concept is simple — wander around the board in the most tactical manner, drinking drinks as they appear and attempt to take over as much of the board as is possible by turning each block to your assigned colour.

Down in the challenge chamber of the Towers the lights were dimmed and then I realised it was a powercut so I threw the tripswitch, made Tony fetch it, and then play commenced. *Harvey Headbanger*, was well suited to these couple of numbskulls. The rules of the game are as follows; the two mutant reviewers would play three rounds of doubles, one playing Harvey, and one playing Hamish, the winner would reign supreme over the Headbanger high scores. Opposing all traditions Richard took to the keys as Glenn made a swift clutch for the freshly picked joystick. Off they went.

DING! DING! ROUND ONE!

Glenn took Harvey and started wandering around the screen turning many a square red. However, Richard knew a subtle tactic — that of following closely behind his opponent so as soon as your opponent changes the colour of the block you're right behind him ready to reinstate it to your colour. Who needs Tony when you've got me giving you tips, eh?

This subtle tactic began to work — drinks began appearing in the middle of the screen, not many, just the odd pinacolada, spruce juice with one or two Old flatulence cocktails (for Crumbly) thrown in for good measure. During the time that Richard was in guzzling the drinks Glenn saw his opportunity and gave him a headbang sending the two off in different directions. This is where Glenn's tactics came into play. He has discovered that if you let your headbanger circle the outer rim of the playing area then your opponent has little chance of survival, and sure enough ZZZZZoooooonko! Blam went Hamish, one down to Richard.

Glenn Carey is sent picking Joysticks from the Vulcan tree. It was Saffron's idea — says it all really!

SECONDS OUT ROUND TWO!

Round two begins and ends almost simultaneously. Richard is so well annoyed with losing one of his lives that he springs back in triumph, coming out with every devious trick in the gaming book. Everytime that Glenn comes near to winning, up comes Richard and gives a headbang totally confusing the poor chap. Drinks suddenly appear for Richard and are guzzled down in a flash, and suddenly Glenn's little headbanger evaporates in a puff of smoke! Oh dear, poor little challenger! Never mind, it's one all and everything to play for in the deciding round.

CHOCKS AWAY ROUND THREE!

The atmosphere is tense as the two stare meaningfully at the monitor, each one determined not to be outdone. Harvey and Hamish appear ready for the onslaught that they are about to be put through. Blam!, blam!, ouch — the two bounce off each other like nobody's business, spinning dizzily around the screen the two try to re-establish contact with the real world. Not an easy thing to do when you've got splitting hangovers, er, headaches. Then suddenly, in a flash, it's all over as the

---

If you want to take part in the challenge, and you gotta be good to do so, then fill in the form, no cheating mind, and post it off to, AMTIX! Ego Challenge, AMTIX!, PO Box 10, Ludlow, Shropshire SY8 1DB.

Ooooo, yes please, I am ever so modestly brilliant at games and I accept the gauntlet challenge to take on:

.... (Name of AMTIX! Ego chappie)

To a game of ....

I go by the name of ....

And my humble address is ....

....

....

Postcode ....

Telephone number ....

So ring me up and I'll be up to Ludlow faster than you can say 'Kill the Comps minion'! I promise I don't, and would never dream of, cheating so come on guys — give me a buzz please!

LEGENDARY CLASH OF THE HEAD-BANGERS!



In mid battle: The two challengers are engrossed until Rich loses his first round.

The final outcome, Rich has lost and gets no less than he deserves — binned for posterity!

screen suddenly fills with drinks for Glenn, arrrrrggggg!. "No fair, no fair" screams Richard, as there did seem no readily apparent reason for this sudden manifestation of cocktails. With all the drink guzzled by Glenn poor old Richard is zapped into the infinite reaches of space — goodbye for ever!

It's all over, another victory for the visitors, another of the junkies defeated. They will return one day, when they've had some practice.

Until then my little high-scoring Cherubs if you think you could stand the strain of a momentous journey to the heart of the world, er, well, Ludlow to be precise then drop me a line on the form and even if you don't come to visit us in the following months then your name will soon be appearing my own own little Scoreboard. So, off you go and get some amazing scores and most important of all, don't forget, KEEP WAGGLING!

Oh no! Calamity has struck, poor old Glenn breaks down as Richard wins the second round.

The challenge over, the two go for a quiet walk in the park and come across a girlie who has a fetish about sweaty joysticks, Hummm — interesting.

THE REALLY RATHER RUDE COMPETITION

WIN! Any five INFOCOM games and 10 copies of LEATHER GODDESSES OF PHOBOS for the grabbing, Ooooo!

Leather Goddesses Of Phobos, the new **INFOCOM** adventure game, arrived in all its glory in the office the other day much to the delight of the mutant reviewers. Apart from the game the packaging is a worth an Accolade in itself. Tucked away in the box is a pair of 3D specs, which must be worn if you want to read the amazing 3D instruction and comic book. There's six different flavours of scratch ' n' sniff cards, and the all important map of the lower level of the catacombs.

INFOCOM are offering some amazing prizes with this comp, to the winner his or her choice of any five **INFOCOM** games and then ten runners up prizes of a copy of *Leather Goddesses of Phobos*.

PORTRAIT ONE
Heather Timms, exotic advertiser extraordinaire takes a sip from a noxious concoction that "suddenly appeared on my desk — and I don't know how it got there, really I don't!"

PORTRAIT THREE
Sally Newman, LM Editorial assistant, for want of something better to do, has a quick nibble at her choccy bar.



PORTRAIT TWO
Gorgeous Pouting Jenny from Software house, Argus, tries a new tactic for selling games.

THE PROBLEM . . .

Here are three portraits of the AMTIX! Leather Goddesses currently hanging on the AMTIX! wall just above Richard's desk, but the problem is he can't think of a title or caption for any of them, so if you want to win an **INFOCOM** prize write you three captions on a postcard, or the back of a sealed envelope and post it off to:

The Really Rather Rude Comp, AMTIX! Towers, PO Box 10, Ludlow, Shropshire. SY8 1DB, entries to be in by the 5th of December.


GIANT POSTERS!
OLIVER FREY POSTERS FOR YOUR WALL!
A superb series of famous covers by Oliver Frey can be yours in poster form. Printed on one side in glowing colour, they each measure a giant 80 x 57 centimetres (about eight magazine pages) and come carefully rolled up in a postal tube (useful for all sorts of things) at a mere £2.50 each (p&p and VAT inclusive). But if you order all four then you get them for only £7.50 — four for the price of three!
1. "KEPLER OF MARS" £2.50
2. "METRO FORCE 1" £2.50
3. "RED MOON" £2.50
4. "ZOMBIES OF THE NIGHT" £2.50
ALL POSTERS £2.50 EACH (inclusive)
OR
ALL FOUR FOR ONLY £7.50
(UK Mainland prices)
OLIVER FREY POSTER OFFER
Please send me the following Oliver Frey Poster(s) AMTIX!
Please tick appropriate box(es)
All 4 Posters! (£7.50)
1. KEPLER OF MARS (£2.50)
2. METRO FORCE 1 (£2.50)
3. RED MOON (£2.50)
4. ZOMBIES OF THE NIGHT (£2.50)
I enclose £. . . . cheque or postal order made payable to Newsfield Limited
Please note: orders outside mainland UK, please add £1 per item ordered to cover extra postage.
Name
Address
Postcode
POSTER OFFER, NEWSFIELD, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB
POSTER



BEWARE OF THE RIGHTEOUS

For the really touching goodbye, see the adventure bit.

Right now, to the main topic of this issue,something else well worth talking about. Mike Pattendon. Who's he you ask? And well you might as he normally earns his living writing for a Commodore journal that shall remain nameless. Recently, he's been doing a bit of freelance work writing for the New Musical Express. In a little feature, he recently wrote about computer wargames and appeared to be a little bit nasty about them and the people who play them.

To my knowledge, this gentleman has no appreciative background in historical or hypothetical simulations programs. As a result the article appeared to be a highly opinionated piece that basically summed up yourselves as overgrown juveniles with Ramboid tendencies. As we live in a free world, Mr Pattendon is quite entitled to express his opinions. But opinions are worthless unless they can be backed up. In my opinion the piece fails to back his points up, but his opinions were not labelled as such. From the point of an ignorant reader, they were hard fact. His examples of the crudeity and tastelessness of our hobby included such tenuous examples as *Attack on Port Stanley* and *Raid Over Moscow*. Without any specialist knowledge on the part of the reader his summary of *Theatre Europe* was a misleading piece of reporting.

Does this mean Mr Pattendon cares nothing for accuracy? At best he was writing the kind of material that could result in blind hypocrisy. On occasions, Mr Pattendon has acclaimed games that have involved mindless destruction on a scale far greater than that of any wargame. But then again. arcade games are only fantasy aren't they? So they don't count.

If you ever wonder why it's sometimes difficult to explain to your friends what there really is to be gained from strategy gaming, ask them if they have read the NME recently.

A DAY IN SEPTEMBER

A mini-report from the year's biggest RPG and wargame convention, Games Day '86 . . .

How many Games Days have there been now? An awful lot. The exact number of the latest one couldn't be remembered by anyone at this year's show but it must be into double figures. Running over the last Saturday and Sunday in September, it looked like another successful show with thousands of people packed into London's Royal Horticultural Centre on a hot and humid day.

The show took on its standard form. Stands of games dealers, companies and clubs lined the outside of the hall, leaving the central area for a range of games, role playing, wargame and classical. Some of these were demonstration games organised and run by particular groups. Others were public participation games where you could book time for Orc bashing (or other nasty bashing).

These are always the main visual attractions of a role playing convention and some of the best displays in the world are on show. The **Nottingham Players Guild**, led by artist and game designer **Gary Chalk** had an immense fantasy wargame running on a table taking up a large portion of the display area. On it were thousands of hand painted 25mm lead figures, dragons, fantasy airships, dwarvish steam-powered battering rams and other wierd and wonderful feasts for the eyes. The terrain was lavishly detailed as well. Castles rose several feet into the air at each end of the table; rickety wooden bridges spanned meandering rivers, heaving under the weight of hundreds of heavily armed infantry men rushing forward to meet the enemy's giants and zombies.

I asked Gary Chalk how many man hours had been put into the display but it was all he could do to shrug and say, ''Impossible to guess,'' before grieving to hear of the loss of one of his most powerful leaders in combat. Tears in his eyes, he continued, '' . . . but the thing is, we do this for fun. We play on boards like this all the time. They're practical and not just for display.''

Apart from the dedicated behaviour of such gamers, there were more modest games on show based on everything from **Blake's 7** to **Judge Dredd** (another superb effort, complete with partially built city). In previous years, a variety of computers have

The castle walls at one end of the giant table groaned under the weight of models created by the NOTTINGHAM PLAYERS

Judge Dredd nearly had a whole city to play in . . .



One of the monster costumes created by MYTHLORE - enough to give anyone a bad dream or two . . .

been seen running wargames. This year there was only one. It was a proud looking Amstrad PCW 8256 demonstrating the kind of software Sloth Enterprises use to moderate Play By Mail games.

In a raised area to the fore end of the hall, a variety of costumed adventurers invited members of the public to a bit of swordplay. The weapons are convincing from a distance but are invariably made of foam rubber, allowing you to merrily bash your best friend on the head whilst only damaging his pride. In upstairs rooms around the hall perimeter, games designers and fanzine editors gave talks on hobby related items and artists had a chance to show their abilities at an exhibition.

Perhaps the most visually attractive stand belonged to a company called **Mythlore Studios**. Costumes and armour of a very high quality was on display at their stand but they also used their skills to make small treasure chests, monsters' limbs in varying states of decay and even full size monster dummies. I know it sounds crazy (especially if you saw some of the price tags) but the quality of their work was incredible.

Fighting Fantasy authors and Games Workshop founders, Steve Jackson and Ian Livingstone, were to be seen from time to time (along with Rod Cousins from Activision) but this was largely an event for the public rather than personalities. Even the Games Day Awards (the only ones of their kind for the industry in this country) were typically informal.

The arched ceiling of the Horticultural Hall spanned the throng at GAMES DAY

The atmosphere at these events is traditionally more enjoyable than computer shows. There is little in the way of hard sell and more encouragement for people to just have fun. That they did. Some of the games were competitive by nature and offered prizes for those who survived and there was the bar for those who didn't . . .

It's surprising how many of Games Workshop's ex-employees have now become successful gamebook authors, Jon Sutherland and Simon Farrel, Gary Chalk and Joe Dever, Ian and Clive Bailey, Jamie Thompson and Ian Marsh . . . But as Simon Farrel, one of the co-authors of a historical series of solo-gamebooks said, "That part of the market is rapidly reaching saturation point."

That brings me to the sad part of the story. In the last twelve years, role playing emerged as the most interesting, compelling and fastest growing new hobby in the western world. But it's two years since I last paid a visit to Games Day and little has changed. Roughly the same numbers of people go to visit. It's claimed as the largest convention of its kind, but it seems to have stabilised in terms of popularity. The gaming press has progressed little either. There are more British journals dedicated to what was once a solely American phenomenon but the hobby seems to have become stagnant and that is unfortunate.

Just a few of the many thousands of hand painted lead figures on display at GAMES DAY 86

Perhaps that distant link between traditional role playing and computer gaming will create a new boom and signal a fresh growth period for the hobby. The inherently complex nature of RPGs can only benefit from the availability of cheap and commonplace processing power. It would appear however, that the right circumstances have not yet arisen.

A team of Fanzine Editors showing off their wares . . .



And the chance to win yourself a MAESTRO SOUND amplifier!

Greetings my cartographing gastronaughts, it's been a long time since you've all had a good mapping comp, so, thinks I, it's about time you all had a good old session — because I've found the ideal game to do it with. *ACTIVATORS* is the latest release from those cherubs at **Cascade Games**, reviewed this issue it drags in an amazing 78%!

But, angels, don't fret you don't have to lash out the full nine quid just to map it. No, by George, all you have to do is ring or write to **Cascade** send a cheque or postal order for £6.95 and request a copy of *Activators* for mapping in the AMTIX! competition. Actually, just to prove that you are a real reader of the mag you'll have to say over the phone, or on your letter —

"Saffron's Christmas Pudding is in the oven", it's a kind of password, great stuff all this code nonsense what?

Your orders must be posted to **Cascade Games** at:
CASCADE GAMES LTD
Harrogate
HG1 5BG

If you want to make an order over the phone by quoting your plastic card number then you may do so by giving them a jelly-bone on **0423 504 663**

Once you've got the game, and of course you will still be able to enter the comp if you bought it from a normal computer shop. All you have to is to map the thing to the best of your magnificent ability and send it off to,

ACTIVE MAP COMPETITION, AMTIX!, PO Box 10, Ludlow, Shropshire. SY8 1DB.

The best map will win the cartographer a magnificent Maestro sound amplifier to make your Arnold's bleeps sound a great deal better, and a chance to have it illustrated by our new mega illustrator, Ian Craig and printed in Amtips. The ten runners up will each recieve a special Cascade calculator watch. So, my little dinkums, as you've got such a lot to do I'll give you two months to do it. Get mapping you've got until January 5th to do it.

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Feeling blue?
Not your usual carefree self?
Then the message is clear . . .

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What other magazine can offer you . . .

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- Tony's Technical bunch bring you up to date with the latest tech spec on the Amstrad
- The most gorgeous, pouting girlie in the world — Saffron Trevaskis deals with your males (Sorry — Mail)
- A monthly collection of competitions from the ever so oppressed Comps Minion.
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So Get your copy ahead of the crowds - If you don't it'll all end in tears. Mainly ours!

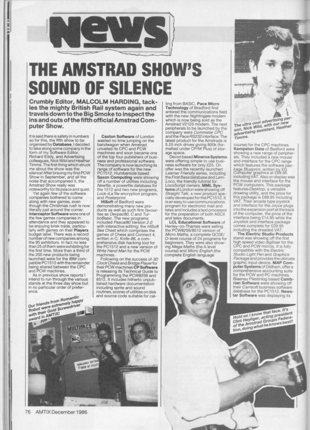
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THE AMSTRAD SHOW'S SOUND OF SILENCE

Crumbly Editor, MALCOLM HARDING, tackles the mighty British Rail system again and travels down to the Big Smoke to inspect the ins and outs of the fifth official Amstrad Computer Show.

It is said there is safety in numbers so for this, the fifth show to be organised by **Database**, I decided to take along some company in the form of my Software Editor, Richard Eddy, and Advertising colleagues, Nick Wild and Heather Timms. The first thing which struck me about the show was the silence! After braving my first PCW Show in September, and all the noise that accompanied it, the Amstrad Show really was noteworthy for its peace and quiet.

Yet again few of the software companies bothered to come along with new games, even though the Christmas rush is now literally just around the corner. **Interceptor Software** were one of the few games companies in attendance and they appeared to be enjoying brisk trade, particularly with games on their **Players** budget label. There was a record number of new companies among the 95 exhibitors. In fact no less than 25 of them were exhibiting for the first time. More than a third of the 200 new products being launched were for the IBM compatible PC1512 with the remainder being shared between the CPC and PCW machines.

As in previous show reports I intend to run through the various stands at the three day show but in no particular order of preference.

Caxton Software of London wasted no time jumping on the bandwagon when Amstrad unveiled its CPC and PCW machines and soon became one of the top four publishers of business and professional software. The company is now launching its range of software for the new PC1512. Humberside based **Saxon Computing** were showing off a number of utilities including *Newfile*, a powerfile database for the 1512 and two new programs, *Lock-it*,a file encryption program, and *Posterprint*.

HiSoft of Bedford were demonstrating many new products as well as such firm favourites as *Devpac80*, *C* and *TurboBasic*. The new programs included *Pascal80 Version 2.0* with interactive editing; the *HiSoft Sea Chest* which comprises the games of Chess and Connect 4, written in C; *Knife-86*, a comprehensive disk hacking tool for the PC1512 and a new version of *Write Hand Man* for the PCW machines.

Following on the success of *3D Clock Chess* and *Bridge Player* for their PCW machines **CP Software** is releasing its Technical Guide to Programming the PCW8256 and 8512. It includes hitherto unpublished hardware documentation including sprite and sound routines, scores of utilities on disk and source code suitable for calling from BASIC. **Pace Micro Technology** of Bradford first entered the communications field with the new *Nightingale* modem which is now being sold as the Amstrad V2123 modem. The next peripherals to be launched by the company were *Commstar CPC* and the *Pace RS232 interface*. The latest product for the Amstrads is 5.25 inch drives giving 800k (formatted under CP/M Plus) of storage space.

Devon based **Minerva Systems** were offering simple to use business software for only £25. On offer was the recently launched *Learner Friendly* series, including the *First Base* database and *Lem-Loco*, the friendly tutorial for LocoScript owners. **MML Systems** of London were showing off *Straight Talk*, a new product specially developed for the PC1512. It is an easy to use communications program for electronic mail and telex and includes a text processor for the preparation of both ASCII and telex documents.

LCL Educational Software of Henley-on-Thames were selling the PCW8256/8512 version of *Micro Maths*, a complete GCSE/O-level course of 24 programs for beginners. They were also showing *Mega Maths* (the A level course) and *Micro English* (the complete English language course) for the CPC machines. **Kempston Data** of Bedford were showing a new range of peripherals. They included a new mouse and interface for the CPC range which features the software package *Blueprint*, written by EG Computer graphics at £69.95 including VAT. Also on display was the mouse and interface for the PCW computers. This package features *Desktop*, a versatile drawing utility, and the price for this package is £89.95 including VAT. Their arcade type joystick and interface for the Joyce plugs into the expansion port at the back of the computer, the price of the interface being £14.95 while the Joystick and interface package comes complete for £29.95 including the dreaded VAT.

The Electric Studio Products stand was showing off the first high speed video digitiser for the CPC and PCW micros. It is fully compatible with the *Electric Studio Light Pen* and *Graphics Package* and provides the ultimate graphic input device. **MAP Computer Systems** of Oldham, offer a comprehensive accounting suite for the PCW and PC machines. Blaenau Ffestiniog based **Cambrian Software** were showing off their *Camsoft* business software database for the PC1512. **Newstar Software** was displaying its

The ultra cool advertising person, Nick Wild, with our new advertising assistant, Heather Timms.

Our friends from Romantic Robot were extremely happy with their Gold Screwdriver award in AMTIX!

Hold on I know that face. It's Clint Heyliger, acting president of the Amstrad Groups Federation, doing what he knows best!!



range of PCW and IBM software with an emphasis on the *NewWord* word processing range and the new free text retrieval system, *Streaker*. Another Welsh company, Wrexham based **Sandpiper Software** was displaying its range of programs for the Amstrad machines. They included its *File Manager*, a fully relational, interactive and programmable multifile package designed to cater for business needs, and *Sandpiper Accounts*, an integrated accounting system for which each transaction need only be entered once as all relevant ledger postings happen automatically.

Siren Software of Manchester has released a new piece of software for the CPC machines entitled *Handyman*. It is a disk enhancement package which allows you to format and use 207K per side of a standard CF2 disk. **Advanced Memory Systems** of Warrington were showing off their *Pagemaker* for the CPC machines and also the *Mouse* package for the PCW micros. It's about time they sent us some review samples, hint hint!

West Lothian based **Rombo Productions** were showing off *VIDI*, a video digitiser and frame grabber for the CPC464/664/6128 machines. It grabs in mode 1 and 2, updates the Amstrad screen in 0.3 seconds and digitises 16 shades in mode 0 in 4 seconds! One of the few companies advertising a new game for the Arnold was **Britannia Software** who intend to bring out the popular television series *Dempsey and Makepeace* on the Amstrad in the not too distant future. **Romantic Robot** were showing off *Never mind the nasties*, the follow up to the game, *Wriggler* and also *Multiface 2*, a multi purpose interface for the CPC machines which earned a *Golden Screwdriver* award in AMTIX! Finally **CDS Software** were showing off *Colossus 4.0 Bridge* for the CPC machines.

Oh, for all of you Amstrad owners who want something to look forward to in the New Year, can I just remind you the next three day show takes place once again at the Novotel in London from January 9. Perhaps **Database** should think about holding a show at the NEC in Birmingham? Could be a good idea.



AMSTRAD'S PROFITS ON THE UP AND UP

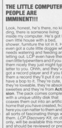
There's no stopping the successful run of Alan Sugar's empire. In the year ending June 30 Amstrad sales totalled over £304 million, an increase of 123 per cent on the previous year's trading. Profits increased by over 270 per cent to over £75 million. About 70 per cent on Amstrad's revenue came from computer products.

Over a million Amstrad computers were bought during the year of which over 350,000 were PCW machines. Sales volume in the United Kingdom went up by 104 per cent while the figure for France was 173 per cent. Other major markets included some £17 million of business in the United States and £32 million in Spain.

In his official chairman's statement Sugar stressed the profits were ''no fluke'' or ''flash in the pan'' and added the sales forecast for the current year was very encouraging. The recently launched PC1512 machine has already attracted over a quarter of a million orders and it seems certain that such high demand will lead to a shortage of Amstrad computers this Autumn.

GAC TAKES A MILLION

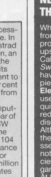
Incentive Software, them what brought you the *Graphic Adventure Creator*, have made £1,000,000 in sales of the very same product. Isn't that good? Well, they're also bringing out two £7.95 games, written by GAC. They are both on the **Gold Medallion** label. *Apache Gold* will be released on the 25th November and *Winter Wonderland* on the 2nd December.



THE LITTLE COMPUTER PEOPLE ARE IMMINENT!!!

Look, honest, he's there, no kidding, there is someone living inside my computer. He's got his own little house with a bed, shower, furniture the lot in it. He's even got a cute little doggie who needs watering and feeding and letting out. LCP even have their own little typewriters and if you ask them nicely they just might type a letter to you. Ohhh, and they've got a record player and if you buy them a record they'll put it on and have a bop to it. They're cute, they're loveable, they're absolute sweeties and they're from **Activision**. The pack comes complete with a unique utility disk that coaxes them out into an artificial home that you have created, from here you can natter to them and do all sorts of fascinating things with them. *LCP Discovery Kit*, on disk only, will be available this month and should be reviewed or previewed next month in the Christmas special!

NEW WIGGLY THING ON THE LOOSE!



What a sucker, yep, a real big suck from this wiggly thing. Just to prove it here's a photo of it hanging upside down from a park bench. Called the *Masterjoy*, not the *Switch Joy* as the sticker would have us believe, it's the latest piece of technology from **Vulcan Electronics** purveyors of many a useful add-on. The *Master Joy* has quite a long travel shaft with a large red knob on the top — a cleverly disguised fire button nonetheless!. Although appearing slightly weak, the junkies were none too impressed to begin with, but it really is not bad at all with some very proficient micro switches that make games playing just slightly easier. At the reasonable price of £11.95 it's bound to astound and delight many a user port.





IN THE PIPELINE FOR CHRISTMAS . . .

Just as a little taster of what you can expect to see within the next few months here's a little summary . . .

Bactron, Little Computer People, Howard The Duck, Ballblazer, Koronius Rift, President, Kettle, Z, Pub Games, Miami Dice, They Stole A Million, Hopeless, Werner, Starburst, Star Trek, Dante's Inferno, Bugsy, Cyborg, Live and Let Die, Kat Trap, Thanatos, Chain Reaction, Saboteur II, Deep Strike, Bobby Bearing, Palatron, Dandy, RMS Titanic, Xarq, Aliens, Ikari Warriors, Bombjack II, Commando 86, 1942, Space Harrier, Electra Glide, Cholo, Pandora, Sentinel, Future Knight, Avenger, Firelord, Mac Max, The Archers, Uchi Mata, War, Tarzan, Pulsator, Dodgy Geezers, Fist II, Marble Madness Construction Set, SAS Strike Force, Icon Jon, Nosferatu The Vampyre, Colour Of Magic, Rogue Trooper, Strike Force Cobra, Heartland, Highlander, Miami Vice, The Great Escape, Antiriad, Dragon's Lair, Leader Board, Supercycle, Cyber Run, Goonies, Infiltrator, Breakthru and lots more. Now, we can't promise to have them all next issue, it's just what should be around very soon.



OH DARLINGS, IT'S SIMPLY . . .

A new Budget Software house is being set up by three absolute Darlings; Richard, David and Tim Darling. They have an optimistic philosophy to provide games of top price quality charging only a meagre £1.99 for them — will it hold true? We can but wait and watch. Their first title is *Necris Done* closely followed by *Terra Cognita*, both should be making an appearance very soon.

PERFECT PRICES FROM BOOTS

Chainstore giants, Boots, more renowned for their perfumery and pharmaceutical pursuits, are offering a a new deal on their computer products. They are offering a ''You can't buy cheaper'' policy to include all top range names of home computers and accessories. It forms a promise that if you can find the same item at lower price within seven days of purchase they will be happy to refund the difference. Every product that is used with the promotion will have its own little green sticker announcing the fact — so thoughtful that lot.

SILLY CAPTION COMP — NUMBER TWO SHOCK HORROR — MD IN PERVERSE AFFAIR WITH NEW WIGGLY THING

Following hot on the heels of beloved Amanda Barry comes Wyn Holloway, the Big Gorgonzola at **Konix**, purveyors of the **Konix** joystick. He is pictured here perversely engaged in having a kinky bath in a cardboard box with 1000 joysticks. Is this the sort of press release that should be sent to our beloved readers? We wonder . . .



BLAM! BOOM! WHIZZ!

UP, UP AND AWAY with LIGHTFORCE from

BLAM! ZOOM! BANG!

LIGHT FORCE

FASTER THAN LIGHT

AMTIX! COMPETITION

50 copies of LIGHTFORCE ready and waiting to be won!

LIGHTFORCE is the first all action shoot 'em up to come from **Gargoyle Games' FTL** stable. Pulling in a jolly impressive 85% overall this issue we thought you might like the chance of winning one. Uncle Greg Follis is offering 50 copies of the game to the first fifty people out of Malcy's toupee who can answer the following questions . . .

GARGOYLE HISTORY QUIZ

1 In which **Gargoyle Games** adventure did Cuchulainn feature?

A: *Marsport*
B: *Dun Darach*
C: *Attack Of The Killer Tomatoes*

2 Which was the first game in the *Siege of Earth* trilogy that never continued into the next two parts?

A: *Fortnax*
B: *Conquest*
C: *Marsport*

3 What cute little **Gargoyle Games** character had his own little world?

A: Cuchulainn
B: Barnaby
C: Sweevo

4 What does *TIR NA NOG* actually mean?

A: Land Of Youth
B: Stick Your Head In A Pig
C: Land Of The Free

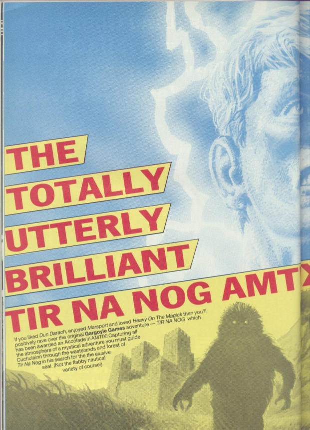
5 What do **FTL** call their animation process?

A: Lasermation
B: Filmation
C: Supermation

So, there we go, easy peasy lemon squeasy, once you've decided on which answer you think is right write them down on a postcard and send it to, **FASTER THAN MINION, AMTIX! TOWERS, PO Box 10, Ludlow, Shropshire. SY8 1DB.**

Closing date for this super little comp is the 4th of December so until then, get puzzling.

THE TOTALLY UTTERLY BRILLIANT TIR NA NOG AMTX



If you liked *Dun Darach*, enjoyed *Marsport* and loved *Heavy On The Magick* then you'll positively rave over the original **Gargoyle Games** adventure — *TIR NA NOG* which has been awarded an Accolade in AMTIX! Capturing all the atmosphere of a mystical adventure you must guide Cuchulainn through the wastelands and forest of *Tir Na Nog* in his search for the the elusive seal. (Not the flabby nautical variety of course!)



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Please send me ( ) copies of TIR NA NOG on cassette/disk (delete as appropriate).
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Rod Cousens. MY FAVOURITE TOP 5 GAMES

BY ROD COUSENS — GROUP MANAGING DIRECTOR OF ACTIVISION EUROPE

There are not that many managing directors of Software Companies that are well know to the public. However, Rod Cousens, a veteran of the industry has been around since its very conception. He began with Quicksilva in 1981 just after the birth of a revolutionary machine named the Sinclair ZX81 where he engineered such games as *Timegate* (which has been called the father of Elite), *Bugaboo the Flea* and *Battlezone* — all of which set new standards in software. He stayed with Quicksilva until they were taken over by Argus Press Software, who were then taken over by BET. Argus wanted to move the Southampton based Quicksilva to new headquarters in London and this meant Rod would have lost some of his original staff, so he did the decent thing and refused the move. He left Quicksilva shortly after.

And so **Electric Dreams** was born. In the beginning it had little to do with **Activision** except on the marketing side but it was not long before the two companies joined forces and Cousens took over as Group Managing Director of **Activision** Europe. Over the past few months Cousens has taken the lead in producing original games on the Amstrad with **Electric Dreams**. So, we thought it was about time we checked out what he liked playing as well as giving him the freedom to speak on the subject of our beloved industry. **Richard Eddy** tramped down to **Electric Dreams** Headquarters in Southampton to have a quick natter with him and this was his choice of words and games.

Number One SPINDIZZY (Electric Dreams)

Richard Eddy: Electric Dreams have, for some time, come out with some excellent Amstrad based games, and *Spindizzy* is probably one of the best. What attracted you to it initially?

Rod Cousens: The main quality of *Spindizzy* is the addictiveness. It is the ultimate program for a game where you pick it up and then are not able to put it down. Instead you want to take it through to the final levels. That is if you ever manage to do it, something I never could do. I just think that it frustrates to the level of compulsiveness and that to me is an essential quality in any game.

RE: Okay then what is it that you look for in a game?

RC: Fundamentally I think I have two distinct views on the subject, one is in connection with the running of the software house; the other is in terms of who I am trying to get to — namely Joe Bloggs in the Street with his Amstrad. In terms of a software house I look at graphics. I try to think who I am selling it to rather than in terms of distribution. I have seen so many games that have compatible graphics which are let down by awful gameplay. But with **Spindizzy** you have marvellous graphics coupled with superb gameplay which is unquestionable.

Number Two WINTER GAMES (Epyx)

RE: What about **Winter Games** then?

RC: Ah, a follow up to another of my favourite games, *Summer Games*, the graphics were just amazing in all the different events and with me being quite keen on sports. *Winter Games* caught all of that and brought it to the small screen. It's a tremendous product by **Epyx**, one of the most acceptable of US software houses in Britain. I just wish they had chosen us to do the licensing deal!



Number Three SORCERY (Virgin Games)

RE: *Sorcery* obviously set standards for Amstrad software, is this why you chose it?
RC: For me it was a turning point for **Virgin** as a company who promised a lot but hardly delivered. This time they delivered the expected goods. It also set standards on the Amstrad and it wasn't just a straight forward conversion, which most software houses responded to the success of the actual hardware with quick conversions from old classics. *Sorcery* was obviously something **Virgin** put a lot of time and effort into, the detail was tremendous and again it was a fun game to play — very difficult, very compelling and I think it was the most significant piece of software to appear on the Amstrad in its very early days.
RE: So, it gave you a lot of inspiration that the Amstrad was a viable machine to work on?
RC: It started to demonstrate the capabilities of the machine rather than simply convert very quickly on to it. Given some of the restrictions of the machine, *Sorcery* exploited the capabilities well. In that sense it was ahead of anything else on the market at that time. **Virgin** definitely did well with that one.

Number Four INTERNATIONAL KARATE (Endurance)

RE: *International Karate*, I felt, didn't quite hit the mark and appeared a rather mediocre bash 'em up, without the excitement of *Fist* or *Sai Combat*.
RC: Yeah, but personally of all the combat games I think it's the best. I think the reason it didn't make the mark was because it came into the market too late, it would have been very interesting to see it take on *Fist* which would have been an easy choice to make, considering the quality of the Amstrad *Fist*. *International Karate* was a good product and deserved to do better than it did. It'll be interesting to see what they make of the follow up, which is underway at the moment.
RE: That was Archer MacLean wasn't it?
RC: Yes, one of the top programmers in the country, but that's only my view.
RE: So who else do you rate as a good programmer?
RC: Well, of course, Paul Shirly. On the Amstrad I'm not so familiar with most of them. I'll tell who I think is very good on the Amstrad and that's the chap from **Vortex**, er, Mark Haig-Hutchinson. His games are always excellent. I also like the author of *Starion*, David Webb.
RE: And so from *Starion* onto **Elite**.

Number Five ELITE (Firebird)

RE: What attracted you to *Elite*? Was it the cult following that it had built up?
RC: No, if anything it put me off the game. To be quite honest I think *Elite* is no more than a derivative of *Starion*. You could take it on from there and say *Elite* is no more than a souped up *Time Gate*. What you have to realize is that *Elite* is like a classic in terms of space style shoot 'em ups. It's got lots of strategy in it and it's not too easy to play so you have to include in it my top five, but initially because of it's originality.
RE: *Elite* was very well presented with its glossy box and accompanying booklets, how much importance does presentation play with your packaging?
RC: I think presentation is important. You have to encourage the retailer to stock the product and it also helps the retailer sell the product through. In any packaging or point of sale material presentation is another successful ingredient in a piece of software.

EXTRA BITS . . .

RE: You've chosen five very innovative and original pieces of software but yet you say you see a great future for coin-op conversions?
RC: I personally believe that for the industry to progress we have to look to innovative ideas but I don't subscribe necessarily, although we do participate, in licences from films and coin-ops. But I accept that, as Managing Director of a software house, the element of commercialism you have to apply, and if that's what your consumer audience is demanding then you have to respond to that. I'm not saying that it's good for the industry but there you go . . .
RE: Do you think that it's viable to market software overseas?
RC: For us, the Amstrad market is far more significant overseas. Substantially the German and French market, and it's the leading machine in Spain, where it has a massive support of software, as well as beginning to penetrate Australia. So for us, overseas countries are very important.
RE: What do you think of the new Amstrad PC machine?
RC: I think the direction of Amstrad, the way it's trying to move up market, moving into sixteen bit machines and PC clone, coupled with the market awareness of Alan Sugar, pricewise anyway, means that we, as a company, will always closely monitor that and support it. And we are in a position to do that because of titles we've released in the United States for the IBM machines which means we will now bring over and publish games for the new Amstrad PC such as *Ghostbusters*.
RE: How about a few photos then, one with this bottle of pills, what are they anyway?
RC: I need them in the office, they're for the over forties!
RE: Er, um, fine. Rod Cousens — thank you very much!

WAITING FOR THE BERK — TRAP DOOR COMPETITION

BE A COMPLETE BERK WITH A GOODY PACKED BERK BAG

A HOST OF PRIZES UP FOR GRABS



Have you seen *TRAP DOOR* yet? It's **PIRANHA**'s great new game where you must control Berk as he potters around in the bowels of his master's castle, waiting on his every whim and fancy. "Fetch me a can of worms Berk" and "I want some eyeball crush", he cries. None of these strange culinary tastes are too bad but the cry of "I want some boiled slimies!" has our shuffling hero wading around in the slime filled cellar. Poor Berk must cook and fetch and carry and do all the work around the castle that his master tells him to do, he has barely a moment's peace.

All this sounds a little too familiar to me. As I tour the dingy depths of AMTIX! Towers I can sympathise with the poor harmless creature who is completely at the mercy of his master's barked orders. Just like a normal day for poor old me.

"Tea for five, milk and not too sweet!", booms the voice down from the Art garret as the design supremos stop for their 11 'o clock high tea. "Where's this month's winners' printout?" nags Malcolm from beneath his car (or bathchair) blanket. "Put another cassette on the ghettoblaster!" whine the spikey-haired prattling prima donnas of the reviewing department. "Where's that miserable Minion," shouts Aunt Aggie from behind yet another bulging mailsack that she wants lugged the miles up to Grovel Hill. I can tell you that Berk and I should get on well. But I digress.

PIRANHA are going to give away a bulging Berk superbag to the winner and three mini Berk bags to the next best three entries. Twenty copies of the game go to the runners up. What you must do is to give Berk a recipe for success with his master. A slimey meal to appease him. It can be a three course meal or a gigantic sandwich it's entirely up to you.

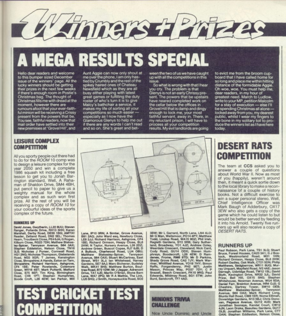
You can commit your gastric delight to paper in the form of either a recipe or a picture of the meal. You could even send us the finished food (as long as it's not too yucky. All entries, cooked or otherwise, must be in by December 4th. Whisk your entries off to **Food For A Berk Competition, AMTIX! Towers, PO BOX 10, Ludlow, Shropshire, SY8 1BD.**

Winners + Prizes

A MEGA RESULTS SPECIAL

Hello dear readers and welcome to this bumper sized December issue of the winners' page. All the lucky winners should be getting their prizes in the next few weeks if there's enough room in Postie's Christmas bag. The thought of Christmas fills me with dread at the moment, however there are rumours afoot that your ever-faithful minion will be receiving a Crissy present from the powers that be. You see, faithful readers, now that mail order have settled into their new premisies at 'Grovel Hill', and Aunt Aggie can now only shout at me over the phone, I am only hastled by Crumbly and the rest of the spikey haired ones of Chateau Newsfield which as they are all busy either playing with latest great games or fulfilling the duty roster of who's turn it is to give Malcy's bathchair a service, it makes my life of sorting all your competitions so much easier — especially as I now have the Glamorous Glenys to help me out if there are any words I can't read and so on. She's great and between the two of us we have caught up with all the competitions in this issue.

So what is wrong with that I hear you cry. The problem is that Glenys is not an early Chrissy present. The powers that be upstairs have neared completed work on the cellar below the offices in Grovel Hill that is damp and dingy enough to lock me, your most faithful servant, away in. There, in my reluctant prison, I will have to process all your competition results. My evil landlords are going to evict me from the broom cupboard that I have called home for so long and place me within hitting distance of the formidable Aggie. Oh woe, woe. You must help me, dear readers, in my hour of greatest need. March to Ludlow, write to your MP, petition Malcolm for a stay of execution — else I'll be spending Christmas all alone — locked away from you, my dearest public, whilst I wear my fingers to the bone in my solitary toil to produce the winners list as I have here today.



LEISURE COMPLEX COMPETITION

All you sporty people out there had to do for the *ROOM* 10 comp was to design a leisure complex for the year 2050 and win a complete 1986 squash kit including a free lesson to get you to Jonah Barrington standard. Well, A Rahaman of Shaldon Drive, SM4 4BH, put pencil to paper to give us a weighty manual for the whole complex and as such won first prize. All the rest of you will be receiving a copy of *ROOM 10* for your colourful ideas of the sports complex of the future.

RUNNERS UP

David Jones, Gwytherin, LL22 8UU; Steven Ranger, Pollards Drive, RH13 5HH; Karen Marshall, Derby Road, DE55 1BG; AMTIX! Reader, Zetland Road, DN2 5EL; Thomas Hearn, Troutbeck Close, PE4 6JA; G Rogan, Kilburn Close, RG23 7DH; Mathew Blakesley-Spicer, Tennyson Avenue, S64 0AX; Stephen Eddelston, Nelson Close, TN16 3LS; Nicholas J Purser, Cornwall Road, HG1 2NG; Nicholas Thompson, Glebelands Road, M33 5GR; T James, Kensington Close, Shropshire; A Hands, Eaton on Tern, Shropshire; Richard Harrison, Ashgrove, CF4 1BE; Peter Rowlands, Colemore Green, WV16 4ST; Mark Putterill, Melford Close, S75 6EF; Tim King, Birmingham Road, CV8 1PT; Stephen Humphries, Boode Croft, L28 4EW; Ian Parker, Mill Lane, IP10 0RN; A Simter, Grove Avenue, B91 2AQ; John Ward esq, Newbury Close, LE8 2JJ; Richard Harrison, Ashgrove, CF4 1BE; Richard Ormson, Heapy Close, BL8 2HW; N Taylor, Nursery Avenue, L39 2DZ; Andrew Green, Buscot Copse, RJ7 6JB; D A Bullock, Chartwood Road, LU4 0BU; Matthew Blakesley-Spicer, Tennyson Avenue, S64 0AX; Stuart McCartney, East Street, WS1 3LJ; Ian Whitehead, Harvey Gardens, SE7 8AJ; Marc Bichener, Sudeley Walk, MK41 8HS; Matthew Burton, Boultree Road, B72 1DW; Mr J Jagger, Adrenont Drive, TA1 4JE; Martin O'Brien, Stone Barn Lane, WA7 2PQ; Mr R A Mathie, The Link, LU5 5HQ; J Smith, Honeysuckle Road, SO2 3BW; Mr L Garrard, North Lane, LN4 4LO; Mr G Man, Wellsmoor, PO14 4PY; Matthew Todd, Lindop Road, WA15 9DZ; Phil Irish, Ragleth Gardens, SY2 5RB; Gary Sutherland, Broadway, YO1 4JZ; Andrew Oxley, Weardale Crescent, Cleveland; Nick Card, Cody Road, GU14 0DX; Steven Humphreys, Boodecroft, L28 4EW; D Ramdenee, Frome, RM8 8TD; Mr D Parkins, Shady Grove Road, CA2 7JY; Mark Warriner, Whitfiled Avenue, YO18 7HY; Simon Raffs, Forgandenny, PH2 9ET; Justin Mason, Princes Way, PO37 7DY; C P Snazell, Beech Crescent, FK15 9RG; Paul Edwards, Mildmay Road, SG1 5TW; John Burd, Sandcroft, TF7 4AD.

DESERT RATS COMPETITION

The team at **CCS** asked you to answer a couple of questions about World War II. Now as most of you (happily), weren't around then, it meant a quick sortie down to the local library to make a reconnaissance of a couple of history books. Not a difficult exercise to win a super personal stereo. Well, Chief Intelligence Officer was Mark Baugh of Adderbury, OX17 3EW who also gets a copy of the game which he could listen to but would be better served by feeding it into his Arnold. Twenty five runners up will also receive a copy of *DESERT RATS*.

RUNNERS UP

Paul Robson, Park Lane, TS1 3LQ; Stuart Bruce, Forest Houses, CA23 3A1; G J Bostock, Westmorland Road, M31 1HN; Richard Ormson, Heapy Close, BL8 2HW; Robert Dadley, Oak Walk, CT21 5DN; Philip Matthews, Sedgberrow, WR11 8UQ; Murray Urquart, Mayfield Road, IV2 4AE; Jason Darragh, Uxbridge Road, TW12 1SL; David Blyth, Kevington Drive, NR32 3JL; David Prew, Bell Hill, OX15 5NG; Stephen Whitehouse, Newman Avenue, WU4 6DA; Daniel Farr, Breinton Avenue, HR4 0J2; G Cheshire, Dartrey Tower, SW10 0EB; Matthew Blakesley-Spicer, Tennyson Avenue, S64 0AX; Mark Richard Long, Blunts Hall Road, CM8 1ER; Noma Ellimah, Doveridge Gardens, N13 5BJ; Chris Donovan, Pegasus Avenue, GU12 4UD; Mark Jonathan Soonaye, Kendal Court, CW12 4JN; Leon Drake, Beaulieu Gardens, GU17 0LB; Jonathan Williams, Park Lane, CT7 0AN; Stephen Eddleston, Nelson Close, TN16 3LS; Adrian Dalton, The Cherwell, NN1 4QL; Ian McGregor, The Green, WD3 3JA; Russell Jones, Holmesdale Street, CF1 7BU; Graham Dann, Tal-y-Cae, LL57 4AE.

TEST CRICKET TEST COMPETITION

Those ever-so fit chappies and chapettes down at **Audiogenic** decided to test your knowledge of the noble game of cricket in their *GRAHAM GOOCH TEST CRICKET* competition that sported a personally signed cricket bat that was caught nicely by Stuart Uster of Bracken Road, IP24 3DZ. Stuart will receive his bat just in time to get some practice for next season. The thirty runners up will receive a signed copy of *Graham Gooch's Test Cricket* with which to while away the off season.

RUNNERS UP

Paul Martin, New Beacon Road, NG31 9JX; Vishal Harji, Christchurch Avenue, HA3 8NN; Mark Baugh, Adderbury, OXD 3EW; Nicholas Purser, Cornwall Road, HG1 2NG; Steven Knapper, Werburgh Drive, ST4 8LF; Neil Watts, Hutfield Court, PO12 3UN; Ian Robinson, Trevelyan Road, E15 1SU; Justin McAniskey, Thorncroft, RM11 1EU; Mr Eric Wilson, Eagles Lane, CB6 2TG; Andrew Rollett, Johnstone Street, BA2 4DM; Mr Stan Fowell, Woodward Road, RM9 4SH; Adrian Hookinson, McNeil Avenue, CW1 3NT; Mr A Critchley, Wylam, RG12 4XS; AMTIX! Reader, Richardsons Close, Leicestershire; Neil Spencer, Knighton Road, PL9 0AE; Duncan T Rippon, St.Bridgets Close, WA2 0EW; Beryl Rippon, St Bridgets Close, WA2 0EW; M C Buse, Patricks Copse Road, GU33 7DW; Nicky Labhons, Denamrk Terrace, N2 9H6; G J Bostock, Westmorland Road, W31 1HN; Andrew Kerr, Yarborough Road, LN1 1HP; Sean Kerr, Yarborough Road, LN1 1HP; Martin Dallimer, Evendine Close, WR5 2DB; Miss G Hodgson, Cowdray Court, NE3 2UA; Mrs J Lowther, Ashkirk, NE23 7DG; Kevin Flaherty, Highburn, NE23 6BA; Ian Wood, Lawnswood Avenue, Lancashire; D S Walker, Bridgewater Road, HAO 1AJ; T James, Kensington Close, Shropshire; A Hands, Eaton on Tern, Shropshire.

MINIONS TRIVIA CHALLENGE

Nice Uncle Dominic and Uncle Mark who make up **DOMARK** asked you all to answer some AMTIX! trivia questions in order to take away some sizzling prizes in the *TRIVIAL PURSUITS* competition. Well none of you avid AMTIX! readers were caught out with the questions so we fought through all of the tie breaker questions until we found the winner who was **Julian Hearn** of Dalesford Road, HP21 9XD. He receives an all expenses paid trip to London for the final of the *TRIVIAL PURSUITS* telly game and chance to win £10,000 in the Golden Game competition and receives a Genus II Board Game. Four runners up also receive a Genus II board game with which to impress their friends once they've memorised all of the questions. A further ten people can get utterly ickypoohs on Trivial pursuit chocolates.

GENUS II WINNERS

Kevin Patton, Wharfdale, HP2 5TG; Glenn Carey, Coverack, TR12 6SY; G Rogan, Kilburn Close, TG3 7DH; Lakhbir Singh Kang, Holliday Road, B21 0UH.

CHOCCIE WINNERS

Simon Raffs, Forgandenny, PH2 9ET; Neil Witney, Grand Avenue, KT5 9HY; W Myles, Roosevelt Road, DH1 1PS; Alistair Alexander, Colliston Avenue, KY7 4PP; Mr Eric Wilson, Eagles Lane, CB6 2TG; A Hands, Eaton on Tern, Shropshire; Robert Patten, Wharfdale, HP2 5TG; Andrew Stevens, Kingston Avenue, TS5 7RS; John Scholicar, Coronation Road, GL52 3DA; Nicholas Palmer, Demonfort Road, RG13 1TA.

Winners + Prizes

CRUMBLY'S LITTLE PROBLEM.

It was not yet lunchtime at Amtix! Towers, but already Malcolm "Crumbly" Harding was facing disaster. No, not the usual sort of run-of-the-mill disaster like fickle, egotistical reviewers failing to deliver copy or the wheels of his 1956 Executive bathchair rusting up. This was a real major disaster, not just with capital letters, but ALL in capital letters.

THERE WERE ONLY FIVE MINUTES TO OPENING TIME AT THE PIG AND BALL BEARINGS AND CRUMBLY WAS STILL IN HIS OFFICE!!!

Quivering nervously, he sucked surreptitiously on the hollowed-out peg which protruded from his antique marble

CRUMBLY'S LITTLE PROBLEM COMPETITON

The winner of this competition gets a special version of *Nexus* in which his own fissog will be reproduced into the game. The man who will have his face severely digitsied is **Kevin Patton**, of Wharfdale, HP2 5TS.

Twenty lucky runners up will all be on early norning postbox vigils as they wait for their copy of *NEXUS*.

RUNNERS UP

Paul Robson, Park Lane, TS1 3LQ; Billy McCreadie, Cornalee Road, G53 5AL; Steven Lipscomb, Thornoroft, RM11 1EU; G J Bostock, Westmorland Road, M31 1HN; Stephen Sells, Wellgate, DN12 3HN; Simon Ralfs, Forgandenny, Perth, Scott Logan, Carlisle Road, ML11 9RA; Caroline Carpenter, Tavistock Road, BS22 0NX; Richard Warner, Whitby Crescent, NG5 4PQ; Jason Mealing, Arrendene Road, CB9 9JQ; Eran Elliott, Heol Helig, NP3 4TZ; Karen Marshall, Derby Road, DE55 1BG; John Mathews, Cumberland Road, LS6 2EQ; Nicholas Merriam, Richmond Road, RG21 2NX; Mark Baugh, Adderbury, OXD 3EW; Nigel Impey, North End, NN9 8JB; Allan Price, Calverley Gardens, LS13 1HF; Steve Tilley, Cambridge, GL2 7AE; Michael Davies, Haverstock Hill, NW3; Robert Page, Mindale Rd, Merseyside.

BATMAN COMPETITION

For the *BATMAN* competition, all you had to do was find all the words hidden in the wordsquare to win a copy of the game for your Amstrad PCW courtesy of the luverly Jennie Beatie at Ocean. So the lucky fifty can take the odd break from word processing and pick up a piece of software history as they play *BATMAN* on their Joyce.

BATWINNERS

Adrian Lewis, Byron Road, HP21 7LU; Paul Rowell, Denham Drive, NE25 0JY; Mrs J Holehouse, Irlam Road, M31 3JR; James Cheetham, Hartheld Road, RH18 5DA; Daniel Hill, Cedars Road, EX2 4NB; Karl Zientek, The Lanes, LS28 7AQ; Peter Ryll, Queensway, HP15 7HP; Mathew J Culpepper, Stable Cottages, GI54 2JN; David Brant, Crownhill Road, NW10 4EA; Michael Goody, Meadow Way, BT23 5TQ; Michael Lewis, Craigerne Lane, EH45 9HQ; Stuart Fewster, Bodmin Road, TR4 9QF; Mr J G Hawthorn, Balmoral Road, WD2 4EP; Richard Naylor, West End Grove, LS18 5JJ; Mathew Bruin, Birchwood Avenue, AL10 0PQ; Paul Greene, Byford Close, SS6 8EN; Andrew McNair, Smalewell Road, LS28 8QQ; Gina Haigh, Badger Road, SK10 2EP; Paul Hope, Bryans Leap, NE16 6BW; Nadeem Mufti, Zetland Road, DN2 5EL; J Evans, Lucena House, N7 7HJ; P G H Purdie, Wakemans, RG8 8JE; Michael Edwards, Hillcrest Drive, L49 3NL; Michael Forrest, Lambourne Avenue, HP21 8UA; Martin Jeffrey, Ruskin Avenue, BB12 8TF; Steven Hemsworth, Burnley Road, BB8 8JN; Simon Ralfs, Forgandenny, PH2 9ET; Mr D Little, Appledore Crescent, CT19 4NB; Jamie Thompson, Holworthy Road, NR5 9DG; Mark Wakelin, Holland Pines, RG12 4UZ; Stephen Redmond, Bickley Court, BR1 2NW; Stephen Eldridge, Heathfield Ave, SK8 4PJ; David Warner, Greysedge, PE30 3PL; Tommy Proctor, Percival Terrace, CT17 9SU; Antony Walters, Heol Muston, CF5 4BB; Alex T Souklas, Drinkwater Rd, HA7 0TBN; Patrick Gould, Oakhouse Lane, PE22 0PJ; Andrew Williams, Riccarton Drive, EH14 5PN; Dean Medlow, Turnburry Green, BT62 2EG; Jason Holley, Woodlands Crescent, PO33 4JD; J T Starmer, Mayall Drive, B75 5LR; Hon Yip, Morton Road, E15 4AN; T G Andrews, Penrhyn Beach West, LL30 3NR; Paul Webb, Trehowell Avenue, LL14 5EL; Roy Latter, Spring Gardens, HU4 7QL; Craig Goodwin, Pentland Vie, EH10 6PS; Biddulph Pereira, Kenilworth Close, SL1 2BA; Mr Hoi Tong Cheng, Balfour Street, SG14 3AY; Gavin O'Hara, Wyncroft Crescents, BT28 2AT; Anthony Dunn, Durban Rd, ER3 4EZ

MINION WAR COMPETITION

MARTECH, took over from Holst and the planet Mars in their competition, as the bringer of *WAR* — their latest game. What you had to do was to find the warlike words hidden in a wordsquare. The first fifty correct entries drawn from the fox hole of my beloved broom cupboard all win a copy of **Martech**'s new game *War* as soon as it's finished!

WAR HEROES

Dean Lawde, School Road, S81 9PX; Nicholas Johnson, Storeton Road, L43 5TN; M Bridges, Flamank Park, Cornwall; John Stell, Harris Drive, BL9 8PS; J Marks, Shadwell Park Avenue, LS17 8TT; Barry Davies, Kinghorne Street, DD11 2LZ; Christopher Lawrence, Addison Road, RG1 8EN; J Plunkett, Hollybush Road, CF2 6TA; Carlos Pena, Sycamore Lane, WA5 1UL; Andrew Williams, Carlisle, BA2 7JU; Mr D West, Prittle Close, SS7 3YR; Steven A Flood, Hill Way, BH24 2HZ; Adam Pouser, Wycombe Lane, HP10 0HD; Andrew Callnon, Dunvegan Road, SE9 1SA; David Blomfield, Bury Street, NR2 2DL; D Checkefield, Fry's Lane, EX10 9SR; Robert Hurrell, Pippin Green, NR4 7HG; Ian Rawlinson, Moreeway, N18 2UL ; Phil Irish, Ragleth Gardens, SY2 5RB; Robert Youe, Woodlands Avenue, E11 3RB; Glenn Wilson, Palace Square, SE19 2LS; Sunil Shah, Carlton Avenue, HA0 3RE; Daniel Goldsack, Maudlin Lane, BN4 3PR; Jatin Patel, Aspinall Road, SE4 2EH; Nigel Hardy, Hamlet Gardens, W6; James Platt, Wilbury Way, N18; Jan Ditzel, Norfolk Road, CW12 1PA; Shaun Taylor, Pytchley Walk, DN35 0RS; David Hollet, Alderwood Avenue, L24 2UF; Philip Cunliffe, Laxford Grove, BL3 4PW; Richard Warner, Whitby Crescent, NG5 4PQ; Michael Lust, Herdman Close, MK12 6AD; John McCann, Woodland Park, BT27 4PG; Keith Mason, Hawkesworth Street, L40 UA; Mr M Lowing, Arlington Drive, SM5 2EX; Andrew Ritchie, Fairwell Road, TS19 7HT; I M Barrington, Grainepark, KW15 1RD; Mr Clark, Lydford Way, DH3 2LT; Ian Harwood, South Weald Drive, EN9 1PN; Darren Hedley, Vale View, BA3 3QD; Mr G McIntyre, Berwick Crescent, G75 8TG; Stephen Miller, Calder Drive, EH1 4LU; P Robertson, Shantallow Avenue, BT48 7UB; Jason Allcock, Foley Road, GL18 1PT; Gary Weaver, Dumbarton Road, SW2 5LU; P Newnham, Clevedon Road, BS23 1DD; Mark Wakelin, Holland Pines, RG12 4UZ; Ian Peter Douglas, Kinnaird Crescent, PL8 6JT; Mr S B Blackley, Helford Court, CM8 1TL; Paul James, Tofts Avenue, BD12 8QD.

COMPACT DISC COMP

ENDURANCE GAMES really know how to write a beat 'em up as they showed when *INTERNATIONAL KARATE* got an airing on the Amstrad. They really know how to give away prizes in competitions too as they offered a **Compact Disc Player** for the winner, **Alan Morton** of Herbert Avenue, Northern Ireland who will receive the hi-tech sound machine. *INTERNATIONAL KARATE* will be fighting its way to twenty five disciples of the sweaty joystick.

RUNNERS UP

R S McCrea, Knockleigh Drive, BT38 8UZ; Richard Trahearn, High Grange, WS13 7DU; Richard Hannah, James Street, G84 8XG; Richard Hewitt, St Michaels Road, ST6 6JT; Shawn John, Boundary Road, E17 8NQ; A J Philpott, Fordwich Rise, SG14 2DF; J Bennett, Weldon Road, NE23 6RR; Jason Allcock, Foley Road, GL18 1PT; Peter Drummie, Bosfield Road, Scotland; Steve Tucker, Fore Street, TA7 0EG; Malcolm Vic-laverde, Tonstall Road, KT19 9DR; Mr P Postlethwaite, Turves Green, B31 4AH; Mr M Walsh, Whitethroat Walk, WA3 6PG; Julian Blake, Edinburgh Road, TN38 8DB; Darren Green, Blunts Road, SE9 1HX; Stephen Sells, Wellgate, DN12 3HN; AMTIX! Reader, Edgeware Road, Oldham; Ian Berriman, Birch Drive, HU10 6LB; Steven Green, Cleave Avenue, UB3 4HA; Jamyn Edis, Chadlington Road, Oxford; Gerry McLaughlin, Kincora, BT42 3BB; Andrew Williams, Riccarton Drive, EH14 5PN; Michael Tsang, Woodford, Eire ; Adrian Hodkinson, McNeil Avenue, CW1 3NT; Mark Richard Long, Blunts Hall Road, CM8 1ER.

THE BASH THE GHOSTY COMPETITION

FIREBIRD asked you all to design a final congratulatory screen for their ghostie bashing game *DRUID*. The winner's screen will be implemented into a special one only copy of the game from which you will be able to copy and give to your friends. **Karen Marshall**, of Derby Road, DE55 1BG will soon receive her very special prize and twenty five people who weren't quite good enough will receive a **FIREBIRD** T shirt to impress their own friends with.

RUNNERS UP

Simon Chappell, Ferndale Walk, S64 8LJ; Mathew Hadfield, Melville Road, DA14 4LU; Mathew Denton, Heron Road, ME20 6JF; Scott Logan, Carlisle Road, ML11 9RA; P D Hall Palmer, Bradford On Tone, Taunton; Darren Green, Blunts Road, SE9 1HX; Andrew Gladwell, Alexandra Road, BH14 9EW; Paul Robson, Park Lane, TS1 3LQ; Paul Blakemore, Betula Walk, RM13 9TA; Mark Lee, Leopardstown Court, Ireland; Caroline Carpenter, Tavistock Road, BS22 0NX; Mark West, Brooklands Road, GU9 9BS; Chris Berry, Ceder Way, RG23 8NG; Amtix! Reader, Green Lane, S18 6LN; William Rooke, Lawrence Rd, UB4 8QB; A Simpter, Grove Ave, B91 2AQ; C Collins, Shepherds Close, WR9 1DH; J Jagger, Adrenont Drive, TA1 4JE; Martin O'Brien, Stone Barn Lane, WA7 2PQ; R Mathie, The Link, LU5 5HQ; J Smith, Honeysuckle Road, SO2 3BW; N Allder, Park Gates, Surrey; L Garrard, North Lane, LN4 4LO; G Man, Wellsmoor, PO14 4PY; Matthew Todd, Lindop Road, WA15 9DZ.





GET ON YER BIKE AND WIN A HANDY HOLDALL

(For putting yer leathers in mate!)

25 Copies of OCEAN's Street Hawk game up for grabs!

OCEAN's *STREET HAWK* has hit the road and is destined to set the joystick of many an Amster blazing. In the game, you must get the bad guys who killed your friend, Marty. Luckily they always drive dark cars so as to distinguish themselves from old Grannies in Morris Minors. The bike you control comes complete with lasers, useful for frazzing the odd criminal, turbo boost for losing the police if you do accidentally fry a grannie and a useful jumping ability that proves a godsend if you're stuck in a little heavy traffic.

Wow, this is what motorbikes are all about. The sight of a happy motorcyclist is someone who has dead flies on their teeth. I sadly didn't find my experience of two wheeled transport too happy though. You see, I was a toughie biker for a while but unfortunately on what is laughingly referred to as my salary, my Minion moped was lacking in a few of the details that most motorbikes have. Speed was one thing — reliability another, but it did sport a neat pair of designer handlebar mitts that Mummy Minion bought for me to keep my fingers warm whilst I pushed it around Ludlow.

But enough of my painful recollections. *STREET HAWK* isn't lacking in any respects and you could win yourself a brand spanking new copy of the game, courtesy of **OCEAN** in this month's competition and if you're really lucky, you may get one of the top five prizes of an **OCEAN** designer bag. All you have to do is to find thirteen items that would be found on a motorcycle in the wordsquare. Easy — well not quite! You'll have to work without knowing what the thirteen items are, suffice to say, that they're all quite obvious really except perhaps TANK, ooops! now I've given one away. Well find the rest and when you have, stick your entry in an envelope and scribble the words that you've found marked on the back of it. Now turn it over, and address it to **BROOM, BROOM, COMPETITION, AMTIX!, PO Box 10, Ludlow, Shropshire, SY8 1DB** to arrive here before December 6th.

O	H	I	N	D	I	C	A	T	O	R	S
A	O	F	R	T	M	L	B	V	C	R	V
S	R	L	T	A	V	R	A	E	C	M	T
M	N	H	D	N	A	T	L	C	K	R	Y
U	G	E	C	K	F	P	Q	L	J	G	R
D	E	L	E	F	Z	I	K	U	J	H	E
G	X	M	T	H	R	O	T	T	L	E	P
U	H	E	M	N	E	J	F	C	G	L	Y
A	A	T	V	H	T	L	Z	H	P	I	Z
R	U	H	A	N	D	L	E	B	A	R	S
D	S	P	R	Y	R	E	T	T	A	B	B
S	T	N	B	M	I	R	R	O	R	A	L

FROM THE TOWERS TO THE PALACE



Ah yes! Gaz is hurling more goodies into the audience . . .

The LM Editorial team as you'll probably never ever see them again — all in suits. Gaz Top, the one with the hat, isn't part of the LM Editorial team, so he's not wearing a suit!

Jane Stanton reads the script for a camera commercial — part of the competition which ended up with Jane winning a Konica camera kit!

A great deal of travelling was done on Thursday 18th September — lots of NEWSFIELD staff members put on their suits, clambered into a fleet of vehicles and zoomed off to London, setting out before dawn. And several hundred CRASH, ZZAP! and AMTIX! readers headed towards a rendezvous in London on the same day.

Why? Well, NEWSFIELD was hosting a party in the famous Camden Palace disco to launch a new magazine to advertisers. Readers of NEWSFIELD's computer magazines were invited to join in the fun at the LM Launch Party.

A tiny bit of 'Us and Them' was involved: while **Gaz Top** (of Get Fresh fame) hosted the disco and gave away lots of freebies on the ground floor of the Palace, the people who control huge advertising budgets and industry figures such as **Ian Stewart** from GREMLIN GRAPHICS, **Tim Chaney** from US GOLD, **Paula Byrne** from RAINBIRD and **Ted Heathcote** from GARGOYLE GAMES looked on from the balconies.

Everyone who managed to get the day off to attend was rewarded with a Limited Edition LM launch party T Shirt, and quite a few people went away with a lot more. During the party, Gaz Top gave away several hundred pounds worth of camera equipment, computer games and dozens and dozens of cheeky red LM hats . . .

Things are happening on stage at the Camden Palace — the audience crowds in, covered in LM T Shirts and Hats. . .

AMTIX! USER CLUB NEWS

Welcome again to the page that refreshes the parts of user clubs other magazines can't reach. As I have said in the past the user club page is here to offer advice and help to newly formed, established, or planned organisations, and allows clubs to generally sound off about anything and everything.

AMTIX! wants to hear from user clubs the length and breadth of Britain and indeed we welcome correspondence from organisations abroad as well. All you have to do is write a brief outline of your club's history and post the details to me. If you have any black and white pictures taken during a club meeting why not send them in. If they are good enough we will publish them. Got the idea? Good, then why are you waiting? Send in your articles and black and white pictures of club members, gatherings, etc, to me right now. The address, as always, is *Malcolm Harding, AMTIX! User Club Page, P O Box 10, LUDLOW, Shropshire SY8 1DB.*

This issue sees the continuation of the regular user club directory. If you want to be included in this free service send in details post haste. Once again I am publishing more pen pal listings but there is always room for lots more so write in if you are interested.

By Malcolm Harding

WEST MIDLANDS AMSTRAD USER GROUP

First off this month we travel south to Walsall to feature the West Midlands Amstrad User Group. Secretary, Stuart Williams, tells me the club was launched in September of last year and meets every Thursday, between 7 pm and 10 pm, at the Blue Coat Comprehensive School, Birmingham Road, off Springhill Road, in Walsall. The club has around 100 members and is about to open a new branch at Smethwick.

Having recently launched their national postal membership scheme the club is now spreading further afield. Indeed many of the club's members travel 20 miles or more to meetings. All the members receive a discount on software with a local dealer, a copy of the club's bi-monthly magazine, *WAM*, and access to the Public Domain Software library and advice service. Members who are able to come to meetings can take advantage of the club's basic BASIC and Beginners Machine Code courses free of charge, as well as the many specialist discussion groups the club organises.

Stuart tells me all the clubs' members are into programming to a certain degree and about a third of all the members are business users and there is a growing number of PCW machine users at the club. The club has a large percentage of games orientated members although Stuart admits the club tends to bias their activities towards the serious side of computing.

A number of the club's members are into communications, both via modems and in Amateur Radio, and the club sponsor Public and Private areas, and publish Electronic Club News, on a Birmingham Bulletin Board, TUG2, run by Pete and Sandie Franchi on 021 444 1484, 300 and 1200/75 baud, scrolling system. This board recently won aclaim in a survey of BBS's with Amstrad areas, on the 'Amster's Cage' area of Micronet on Prestel, and provides a point of contact, not only with WMAUG, but for Amstrad users all over the country. The club hopes to make contact with users outside the United Kingdom.

The West Midlands Amstrad User Group organised a computer show last month at their Walsall headquarters. Called *Computer Club '86* it included such things as stands, dealers, music, educational demonstrations, electronic bring and buy, on line communications, amateur radio and lots more besides.

The Group has supplied a large amount of Public Domain software to Micronet for free distribution in the Amstrad Microbase telesoftware download area, and is active in communicating, via Amsnet and The Amster's Cage areas of Prestel, as well as via the TUG2 BBS.

Anyone interested in joining the group can contact Stuart by writing to him at 26 Matlock Road, Lower Farm estate, Bloxwich, Walsall WS3 3QD, West Midlands, or ringing him on 0922 406411 after 6pm. Alternatively he can be contacted on Prestel via Mailbox 019999040.

A COMMUNICATING CLUB

Graeme Taylor of 29 Deveron Road, East Kilbride, Glasgow G74 2HR, is a founder member of a small user club in which members write to each other, sending tips and exchanging views on games and machines. It is free to join and anyone interested in joining should write to either Graeme or to Campbell Fisher at 94 Elder Avenue, Girvan, Ayrshire KA26 0DW. No doubt a stamped addressed envelope would be appreciated.

PEN PALS WANTED

More and more readers want pen pals who are computer minded including the following:-

Sergio Trigo Vasques, aged 16, of Rua General Silva Freire 151 —4D, 1800 Lisbon, Portugal, has just bought an Amstrad CPC6128. He says there is little support for the Amstrad in Portugal and he would like to correspond with other users, whoever and wherever they are! In fact he wants everyone to write to him. Could be a very busy teenager!

David McKeever of Hillhead, Tarbolton, Mauchline, Ayrshire, Scotland, who wants to hear from anyone with a Disc Wizard and owns a CPC6128.

Tony Gibbons of 136 Cameron Estate, Reheny, Dublin 5, Eire, who wants to hear from anyone anywhere. His interests are arcade games and programming in basic.

Chris Burton, aged 15, of Caretakers House, Whitstable C J School, Oxford Street, Whitstable, Kent CT5 1DO, would like to hear from anyone aged between 14 years and 17 years. He owns a CPC464 and has about 50 games.

Jason Stanway, aged 16, of 26 Newpool Road, Knypersley, Biddulph, Stone on Trent ST8 6NS, would like to swop software, hints, and tips on the Amstrad and general information with anyone.

Colin Naylor, aged 15, of Priory Club Flat, 410 Marton Road, Middlesborough TS4 2PQ, owns a CPC464 with green screen and has loads of software. He wants to hear from any girls aged between 14 and 18 living in the United Kingdom. He would also like to hear from any user club in Middlesborough.

Simon Field, aged 14, of 7 Rosafield Avenue, Halesowen, West Midlands B62 9BU, would like to hear from other CPC6128 owners who are interested in swopping tape or disk games and ideas. He also wants to know if there is a user club in Birmingham.

Michael Mellin, aged 14, of 4 Camden Street, Nelson, Lancashire BB9 0BL, owns an Amstrad CPC464 and would like to hear from any boy or girl.

Peter Cheong, aged 15, of Apartment BLK 252, Ang Mo K10, Avenue 4, 03-211, Singapore 2056, is interested in programming, swopping games, and solving adventure games. He likes both adventure and arcade games and would like to hear from anyone anywhere!

Jon Tyler, aged 16, of 26 Kensington Avenue, Thornton Heath, Surrey CR4 8BY, is interested in swopping tape games. He wants to hear from any CPC464 owners who are prepared to swop information and ideas.

Ashley Cotter-Cairns, aged 16, of 1 Langley Hill Close, Kings Langley, Herts WD4 9HB, wants to hear from other Amstrad owners interested in swopping such things as lists, tips and pokes.

Hayden Mallen, aged 13, who owns a CPC464, and lives at 80 Richmond Drive, Perton, Wolverhampton, West Midlands WV6 7RP. He wants to hear from girls or boys aged 13 to 14.

Alfred Hughes, aged 18, of 21 Guisborough Road, Thornaby, Cleveland TS17 8EE, wants to hear from other owners of CPC464 machines.

William Freeland, aged 16, of 15 John Humble Street, Mayfield, Dalkeith, Midlothian EH22 5QZ, would like a French pen pal who can write English.

Paul Boyall, aged 16, of 12 Main Road, Hundleby, Spilsby, Lincs PE23 5LS, would like to hear from boys or girls of his age who own an Amstrad.

Eamon Murray, aged 16, of 169 Cappaghmore, Clondalkin, Dublin 22, Eire, owns a CPC464 is interested in all software and would like to swop software, information, pokes etc.

Simon Martinez of 2 Vronhill Close, Off Fernhill Drive, Liverpool L8 8LB, also owns a 464 micro. He likes adventures and arcade games and is interested in helping others with tips and pokes, and also receiving same.

Jonathan Boyd, aged 14, of 18 Rydal Street, Frizington, Cumbria CA26 3PY, is 14 years old and owns a CPC6128. He would like to hear from anyone.

Anthony of 30 Rathvale Avenue, Ayrfield, Dublin 13, Eire, forgot to include his surname. He wants pen pals from anywhere, owns a CPC464, and is interested in programming and playing games. He would like the chance to swop ideas, tips etc. His phone number is 476458.

Robert Shepherd lives at 4 Trusthorpe Road, Sutton-on-Sea, Lincs Ln12 2LT, would like to hear from anyone — from punks to Prime Ministers!

Finally **Mike** of 68 Silver Street, Wythall, Worcs B47 6LZ, forgot to include his surname but wants to hear from lots of people.

LETTER FROM DENMARK

I have recenty received a letter from a reader who lives in Denmark. Klaus Hening Sorensen takes me to task over information I published a few months back after receiving a letter from another Danish reader, Flemming Eskilsen.

In the letter Klaus writes "Though the *fairy tale* is rather sweet it is seriously biased too, in other words Flemming (or you) forgot about the backside of the story. Apart from being, if not extremely, then very exaggerated, nothing is mentioned about the Danish importer Dinamicro, a company not unwilling to put a few thousand quid in their backpocket at the expense of the customer (not very much unlike Amstrad themselves really, I will not moan about the CPC664, but just hope Amstrad learned their lesson), what do you think of a CPC664 green screen costing about 6000 dkr, and a CPC6128 about 7000 dkr, odd isn't it considering the CPC6128 price tag was 40 pounds lower than the CPC664's in England. (6000 dkr equaled approximately 480 pounds when the price was relevant, and even considering the higher Danish VAT, duty etc., it is much too high, not to mention the 6128's price).

Altogether I hope I have made my point clear, and not until now has the price dropped to a realistic level here in Denmark (about 5400 dkr for a CPC6128), but that has probably something to do with the lower exchange rate, so the importer still gets his fair share (although not as big as before). I very much think this is working against Amstrad's policy of a computer to a price the average truckdriver can afford and is willing to pay.

Going back to the fairy tale, the remark: 'few people gave it a second glance' is very misleading, as I not only remember very favourable reviews by all (ALL) Danish magazine reviewing computers, but also remarks like, 'it will blow the bottom out of the market', said by one of my friends at a vry early stage of the Amstrads life in Denmark.

That said (pheew, surely let some of the steam out), I just want to say your magazine is wonderful etc,etc,etc,etc, (need I go on?), the most seriously moan I can think of is, that it arrives very late at the newsagents, (I got the September issue on August the 28th) but then again, that is not your fault is it?

I really would love to get an English penpal sharing my interest in the computing field. When I go keyboard bashing I usually waste my time programming in Assembler or C (just started it, it was love at first sight) or playing LARGE

TEXT adventures (the Infocom range suits me fine thank you, but *The Price of Magik* isn't too bad either)

I was born in Spring 1968 and would not mind if the people writing to me, are about my age or older and share the same interests.

One last remark to be said, and that is there is no machine called *Piccoline*, but it is called *PICOLINE* (OK I forgive you, but **Regnecentralen** the company which produce it, won't), and **Comet**, **Piccolo**, **Butler and Picoline** can not be said to dominate the market, as they are all vastly overpriced (the cheapest was about 30000 dkr at that time) and the three former is just CP/M machines capable of nothing more than an Amstrad, though the casing is rather tougher, and that is why they are used in Danish schools (and only in Danish schools, show me a person with one of these machines at home, and I will show you a person with an IQ lower than that of a stone), and Apple has never had a great market share in Denmark in historic time, and the IBM is not exactly what I would call a home computer, and neither is the Apple for that matter. So I suggest you update your Danish source, if you think it is worth having one anyway."

Yours sincerely, Klaus Henning Sorensen, Bentesvej 47 2th 8220 Brabrand, Denmark.

USER CLUBS DIRECTORY

The first thing I shall do is apologise in case any of the club names and addresses are duplicated. There are a lot of them but I would welcome any more to add to the directory. Remember it will be published in the next issue of AMTIX! Right here we go.

EASTERN AMSTRAD USER GROUP, The Secretary, Barry Fredrickson, P O Box 279, Heidelberg Vic 3084, Australia

Schneider-JOYCE-Anwenderkreis, Munster/Coesfeld sucht Mitglieder Contact: **Wolfgang Kurch** 4405 Nottuln Tel: 0 25 02/1540 Germany

PORT MACQUARIE AMSTRAD USERS GROUP The Secretary, Craig Tollis P O Box 584, Port Macquarie 2444, Australia

Ms Debbie Hoffman SOUTHSIDE AMSTRAD USERS CLUB, P O Box 324, Gosnells 6110, Western Australia

Eddie Goh Cheng SINGAPORE AMSTRAD USERS CLUB B1K 216 Jurong East Street, 21 04-523, SINGAPORE 2260

COMMUNITY COMPUTING, Church of Ascension, Hulme Walk, Hulme, Manchester M15 5FQ

Mrs P T Ardron, AMSWEST AMSTRAD USER GROUP 6 Weston Street, Carlisle 6101, West Australia

M Christophe Waroux, Le CLUB INFORMATIQUE BRUYSLEN LE CIB, 1 Rue Lateralе 62470, Calonne Ricourart, Sous Social Bruay-en-Artois, France

P Paton, PATONS COMPUTER SERVICES, 176 Todmorden Road, Burnley, Lancashire BB11 3EU

Simon Porritt, AMSTRAD USER SOFTWARE DATABASE 13 Woodbine Avenue, Gosforth, Newcastle Upon Tyne NE3 4EU

Mr M J Dyos, ELLESMERE AMSTRAD USERS CLUB Ellesmere Port, South Wirral

Mr J Green, ADVANTAGE COMPUTER USER GROUP, 33 Malyns Close, Chinnor, Oxfordshire OX9 4EW

Mr J S Bone, ASSOCIATION OF COMPUTER CLUBS, Club Spot 810 c/o Claremont Place, Gateshead, Tyne and Wear

Mr R Mobberley, PCW USERS GROUP 37 Clifford Bridge Road, Binley, Coventry CV3 2DW

USER CLUB IN DER SCHWEIZ! 464 Grundung! Christian Strebel Rusierstrasse 3, CH-5452 O'rohrdorf, Switzerland

Mr Stuart Williams, WEST MIDLANDS AMSTRAD USER GROUP 26 Matlock Road, Lower Farm Estate, Bloxwich, Walsall, West Midlands WS3 3QD

Amstrad North West User's Club 41 Millwall Close, Gorton, Manchester M18 8LL. Contact **Clint Heyliger** Telephone 061-256-2679

Mr Derek Vernon, THE NATIONAL INDEPENDENT AMSTRAD USER CLUB 1 The Middle Way, Harrow, Middlesex HA3 7E

Mr A Toghill, TAFFS WELL CO-OP COMPUTER CLUB 45 Moy Road, Taffs Well, South Glamorgan

LONDON AMSTRAD USER CLUB Harrow Computer Group, Harrow Arts Centre, 356 High Road, Harrow Weald

Mr P Chick, CROYDON MICROCOMPUTER CLUB, Central Reference Library, Catherine Street, Croydon

Mr D Wilkinson, SUTTON LIBRARY COMPUTER CLUB Central Library, St Nicholas Way, Sutton

Mr D Pettet, NORTH KENT AMATEUR COMPUTER CLUB, Charles Darwin School, Jail Lane, Biggin Hill

Mr B Forster, RICHMOND COMPUTER CLUB Richmond Adult College, Parkshot House, Richmond

Mr M Tew, THANET CO-OP COMPUTER CLUB, 21 Wallis Gardens, Westbrook, Margate, Kent CT9 5RG

Mr D Powell, HUDDERSFIELD CO-OP COMPUTER CLUB, 35 Foxroyed Drive, Mirfield, Huddersfield

COTAC CLUB The Secretary, Mr Conrad Hart 48 Dover Road, Room 14, Wanstead, London E12 5EA

AMSTRAD GROUPS FEDERATION, The Secretary, Mr P Clarke 4 Sutton Road, Gorton, Manchester M18 7PN. Tel 061-256-2679

ROCKINGHAM-KWINANA AMSTRAD COMPUTER CLUB, The Secretary, Mr K Saw 29 Millgrove Avenue, Cooloongup, Western Australia WA 6168

AMSTRAD COMPUTER CLUB inc (SA), The President, Mr C Sowden, P O Box 210, Parkholme 5043, South Australia

VICTORIA WESTERN COMPUTER CLUB, The Secretary, P O Box 42, Braybrook 3019, Western Australia

WAGGA WAGGA AMSTRAD USER GROUP, The Secretary, Mr J D Tipper 36 Wills Place, Kapooka, NSW 2661, Australia

Donald Leith, AusAmsNet 534 Albion Street, West Brunswick, Victoria 3055, Australia

Ms Christine Linfoot AMSTRAD CANTERBURY P O Box 23.079 Templeton, Christchurch, New Zealand

CPC USER CLUB - Grundung, Contact: Sven Martin Obstreubenstrasse 3 3590, Bad Wildungen, Germany

ROMSOFT CPC CLUB, Michael George Waldstrasse 13 6630 Saarlouis 5 Tel: 0 6831 6701 Germany

AMSTRAD CLUB SCHWEIZ Kurt In-Albon Muhlackern CH-3931 Eggerberg Switzerland

FREAK-SOFT-CLUB CPC 464: Ralf Hopperdietzel Theodor-Storm-Strasse 22 8670 Hof (Saale) Germany

FREAK-SOFT-CLUB CPC 664, CPC 6128, Michael Eckert Zobelsreuther Strasse 30 8670 (Saale) Germany

CLUBRUNDUNG im Raum Hanau-Gelnhausen, Richard Luppert Gartenstrasse 18, 6456 Langenselbold, Germany

SCHNEIDER-JOYCE USER CLUB RHEIN-MAIN A-Reichweinweg 6 6097, Trebur 3, Germany

CPC CLUB BORKEN, Karsten Kammler Heinrich-Hertz-Strasse 4 4280 Borken-Gemen Germany

6128-und 664- Besitzer, Michael Decker Im Richelnberg 36 5166 Kreuzau, Germany

CPC USER CLUB LAATZEN, Contact: Rolf Menn Am Kamp 29 3014 Laatzen 1, Germany

S C C N-H-W-N-H-W Schneider Computer Club, Oliver Thiele Am Kirchweg 49, 5908 Neunkirchen 5, Germany

S C C H Schneider Computer Club Hamburg, Alexander Scharf Heimfelder Strasse 60, 2100 Hamburg 90, Germany

CPC-USER-CLUB Schweiz, Klaus-Dieter Preiss Im Hof 20 CH-8637, Laupen, Switzerland

JOYCE COMPUTER CLUB, Micolai Walter Postfach 1269 6242 Kronberg/Ts, Germany

INTER-MEDIA-CLUB SCHWEIZ IMC, Schneider CPC-CLUB, Urs Thony Pasch CH-7214, Grusch, Switzerland

CPC-USER-CLUB- VOGELSANG, Peter Wiescher Kasernenstrasse 9, D-5140 Erkelenz-4, Germany

CPC 464 CLUB GRUNDUNG, Contact Heinz Elbers Wurttemberger Strasse 1 4460 Nordhorn Germany

SCHNEIDER CPC CLUB Bayreuth und Bayreuther Computers Club, Marco Konard Fontanestrasse 4, 8580 Bayreuth, Germany

CPC CLUB GRUNDUNG ANGESTREBT, Markus Jost Amorbacker Strasse 52, 6090 Russelshein/Konigstadten, Germany

SCHNEIDER CPC-CLUB JOYCE USER CLUB, Friedhelm Schurmann Schaferstrasse 21a 4708 Kamen Germany

JOYCE USER CLUB Clubgrundung Geplant, Heinz Haupt 4300 Essen 1 Fridtjof-Nansen-Strasse 1 Germany

SCHNEIDER COMPUTER CLUB e v Abt. ostwestfalen/Lippe Postfack 1101 4972 lohne 1, Germany

AMSTRAD SCHNEIDER USER CLUB Aachen A S U C A Mitglieder auf Dipl-Ing R.Cloots Zeibstrasse 7 5132 Ubach-Palenberg Germany

WESTERN SUBURBD AMSTRAD, The Secretary, Mr J James 36 Penong Street, Westlake, Brisbane 4074, Australia

WEIPA AMSTRAD USERS GROUP, The Secretary, Mr Gary Chippendale 15 Noola Court, Weipa 4874, Australia

CPC NUTZER CLUB, Contact, Fritz-Peter Nonnenbruch Splittenbrede 11 4800 Bielefeld 1 Tel: 05 21 88 7970

NORDHORN USER CLUB, Contact, Fred Weber Laarstrabe 23 4460 Nordhorn. Tel: 059 21 75478

CPC CLUB MAGIC KEY, Contact, Michael Hollman Starnburger Strabe 46 2800, Bremen 1

BERLINER USER CLUB, Contact, Wolfgang Windorpski Gritznersstrabe 38 1000, Berlin 41 Tel: 030 822 7750

CPC CLUB GUNDUNG, Contact, Kries Borken Dominique Weib Sudring 6 4282 Veolen-Ramsdorf

SCHNEIDER USER CLUB Heilbronn, Contact, Mirka Pecoroni Deutschherrenstabe 6 7107 Bad Friedrichshall; Tel: 071 36 6701

JOYCE USER CLUB NURNBERG, Ansgar Zerfab Ammanstrabe 26 8500 Nurnberg 40 Tel: 09 11 4367 78

JOYCE USER CLUB Neugrundung, Contact, Arthur Borens

West Midlands Amstrad User Group 26 Matlock Road, Lower Farm Estate, Bloxwich, Walsall WS3 3QD, West Midlands. Contact **Stuart Williams** on 0922 406411

AUSD (Amstrad User Software Database) P O Box 11, Gosforth, Newcastle Upon Tyne NE3 1RP

Amstrad Computing Newsletter Christopher Bryant, 11 Havenview Road, Seaton, Devon EX12 2PF. Telephone 0297 20456

Mr Dave Chambers, BURNLEY CO-OP COMPUTER CLUB, 62 Moorland Road, Rosehill, Lancashire BB11 2NX

Advantage User Group 33 Malyn's Close, Chinnor, Oxfordshire OX9 4EW. Contact **Jeffrey Green**

National Independent User Club, Wealdstone, Harrow, Middlesex

Southside Amstrad Users Club, P O Box 324, Gosnells 6110, Western Australia. Contact **Debbie Hoffman** Telephone 09-4598702

Solent Amstrad Club c/o 1 Dimond Close, Bitterne Park, Southampton SO2 4LF. Telephone Southampton 558075 after 5pm. Contact **Bill Kent**

Brighton, Hove and District Computer Club, 19 Beach Green, Shoreham-by-Sea, Sussex BN4 5YG. Telephone 0273 463111. Contact **George Sears**

Camelclub Wellpark, Willeys Avenue, Exeter. Telephone 0392 21189. Contact **John Keneally**

Contact, Room 14, 48 Dover Road, Wanstead, London E12 5EA Telephone 01 989 2503. Contact **Conrad Hart**



ANTHONY CLARKE



Once again AMTECH hits the print. A wind of change has driven through the section — a veritable hurricane — and the cobwebs have all been cleared away. This month's line up is the best yet: the highest fun factor is offered by a great utility from Gremlin that can turn budding cartoonists into maestros of the Green screen. For all those 464/664 owners with an inferiority complex, Silicon Systems have a new prog that turns your Arnold into a 6128 — they collect a Bronze Screwdriver award for their efforts.

TASWORDers who upgraded to a Joyce need fret no more — Locoscript doesn't have to be endured now that TASWORD is available for the PCW. And even if you've never met TASWORD before, you'll find it has a friendly way with words . . .

How about a second drive for £60? CPC464 and 6128 owners can get the low-down on adding a 5¼" disk drive: just a little screwdriver wielding is all that's needed! While we're on the subject of 6128's, have you ever wondered how to get the best from your machine? Our little tutorial on using some of the more useful bits of CP/M plus should put you well on the road to success.

Just before I sign off and let you get on with the rest of AMTECH, here's a Public Service Announcement: let's get some action on Prestel — it seems that everyone prefers the *Royal Snail*. Just to recap, our MBX number is 105845851, and it's open all hours. You can use it for anything from a quick tech letter to a fully fledged feature on some of the latest technical doobries to hit the market. I'll be prowling the pages of Prestel. Hope to meet you there. . . .

The Screwdriver Awards system. AMTECH now has screwdrivers to give away — not to readers but to products reviewed. New and innovative hardware or software that either breaks new ground or improves on an existing concept is particularly likely to collect a screwdriver . . . but if we just like something a lot, we'll hand out an award.

None of your cheapo lead-alloy screwdrivers here — AMTECH only awards the best: gold, silver and bronze.

The Golden Screwdriver is given to a product that we reckon is the best thing ever produced in its field. Three screwdrivers appear with the review . . .

The Silver Screwdriver turns up in the guise of a pair of screwdrivers and indicates that the product is very good, but perhaps not terribly innovative . . .

The Bronze Screwdriver is awarded for competence in an existing field. A neat implementation of a well established idea earns a single screwdriver.

A VOYAGE DOWN THE PHONE-LINE . . .

MODEM HOUSE have a fair bit of experience when it comes to getting computers talking down the phone line. Their standard package for the Amstrad includes the *Voyager* modem 7 and interface, which includes ROM-based software. It's great value for money too.

First in the long line from **MODEM HOUSE** is the *VOYAGE* series of modems. The *Voyager* modem comes in two forms, the **7** and **11** versions. The **7** comes with a standard five pin domino input, which corresponds with the majority of home computers, but not the AMSTRAD, luckily the manual comes with details on how the modem should be connected up. The **Professional** or **11** version has a 25 way D type connector, the same as that supplied with the AMSTRAD RS232c. The 300 baud operation mode is used mainly for the majority of bulletin boards and user to user communications but there are a few things that must be tested before communication can take place.

The convention is that if the remote terminal calls you or is the host (i e the computer at the other end of the line) then you use the 300 orig (originate) position, whereas if you send to the computer or bulletin board then you use the 300 ans (answer) position. If there is any doubt as to whether the remote terminal is using the orig or ans then dial up with the switch set to orig position, if after a few seconds the carrier light does not come on then turn to the answer and it should light. There is, however, a time limit of twenty seconds after which time the modem will cease the call automatically.

A full HOUSE: The Voyager 7 modem together with the ROM based software.



FLICKERING LIGHTS

Once you are on line the TD (transmit data) light will flicker, the DIR (Data Direction) light will also be on but is ignored as this only comes into play when the 1200/1200 transmission mode is selected. The 1200 baud operation mode is mainly used for Viewdata terminals such as PRESTEL and TELECOM GOLD and for private bulletin boards that you may run yourself. Setting the modem to 1200 orig allows you to use PRESTEL etc and also provides a 75 baud back channel so that you may send data to the viewdata service.

The reason the back channel is so slow is that most of the time is it used to send back data that is being typed into the keyboard and as most people will find it hard to type faster than 10 characters per second the speed is adequate. The 1200 ans mode is used if you wish to set up your own bulletin board and provides a single channel transfer rate of 1200 baud and the facility to receive at 75 baud. Some professional users would find that if they wanted to send data to another computer the transfer rate of 1200/75 or 300/300 baud is a bit slow, it is for this reason that the 1200/1200 mode has been included.

If, for example, you wished to send a review to AMTIX! then you could use this system and at a later date the same set up could be used to send the edited document back to you along with instructions for the next review. The software that you use must have a half duplex operation mode (send data in one direction at a time) though many communications software packages have this facility. There is a test option if you are not sure that the modem or the phone line is at fault when data coming in seems to hit a bad patch. The TEST mode works at 300 baud so the computer should be configured to this before a test is made. If the test is successful any characters that you send will be echoed back to the terminal screen or printer if selected. The TD (transmit data) and RD (receive data) lights will also flicker simultaneously, which should prove that the majority of the modems features work properly.

For those of you who wish to set up a bulletin board there is a ring detect indicator. This tells the computer that the phone is ringing and that it should start the initialisation proceedure for transmission or even just flash on the screen that the phone is ringing. This feature is easy to set up on the professional model but there may be some problems if you were to use the standard 5 way domino connector. But if this is what you want then instructions are included on how this is possible. After three rings the modem automatically takes up the line. For anyone who needs the modem in the field (Cattle farmers and the like) there is a portable power supply available for the professional version. The Charger produces a trickle charge for a computers batteries or an interface that may require an external power supply.

ROMMING IT HOME

So you have the modem but what about software? Well those nice people at **Modem House** have come up with software that should suit all your needs. The software comes on ROM with a connecting cable and incorporates the RS232c which should mean no connection problems. The software supports all the facilities available on the *Voyager 7* modem. The ROM is reached by using the IMODEM command which gives you a list of well known communication systems (PRESTEL etc) and the facility to set up a definition of your own. The standard controls as used by PRESTEL, MICRONET 800 and most importantly AMSNET are used. This means that it is very easy to download telesoftware for your own use. Instead of tramping down to the shops to buy your software why not download it from PRESTEL etc and pay a discount price.

Tony tries some midnight hacking — can the AMTIX! phone bill take the strain?

Prestel frames may be saved tc disk or tape or printed out to any centronics EPSON compatible printer, such as the DMP 2000 etc. If you have software that you wish to send to PRESTEL then this is also possible by using the uploading feature. Saved frames can be viewed while offline so giving you time to browse over certain pages. This is especially useful when the pages contain a lot of instructions that need to be remembered, one example being *Starnet*, a galactic adventure/war game. There is also a text and graphics editor that allows you to prepare or edit pages that can be sent at a later date, this is what you would usually do if you wanted to prepare a message for someone before you send it to their mailbox. If spending time saving screens of data seems to long winded then it is possible for you to use the spool command which simply sends all text received to either tape or disk.

PARITY time: the front end screen where you set up the parameters before an on-line session.

Getting the Rate right: the baud rate for your transmissions (and receipts . . . ?)

Let your modem do the talking: there are several ways you can go about making that connection.

The five modes of operation: decide who you are going to talk to . . .

This should really only be used on bulletin boards that scroll and not the usual Prestel type, that send a screen at a time, as the screen can become confused. The software supports full auto-dial and auto-answer which comes as standard on the *Voyager* range of modems. If you are unable to use the auto-dial facility, as with our very silly phone system, then it is possible to just ring out and then use the connection option to log on manually. The only problem with this is that both a phone and the modem need to be connected to the line at the same time so you must buy a double adaptor for the BT 600 series sockets. The Autodial option allows you to type in a number up to sixteen digits long and include gaps so that the system waits for the last number to be dialled properly before starting the next.

The full package for the AMSTRAD CPC range, including MODEM software/interface and cable costs £119.90. The *Voyager* Modem on its own costs £79.95 whilst just the software/interface and cable pack retails at £39.95 The full package is just about the most complete available for the AMSTRAD range and with the Bulletin Boards software that is coming up soon many people will not only take the plunge into the world of communications but will also be setting up Boards themselves.

A FEW plus POINTS

CP/M plus has a few added features when it comes to shuffling files around and examining directories . . .

Much has been written about CP/M on the Amstrad but not so much on CP/M plus which has many more features than its counterpart.

First to come into view is **PIP** or the **PERIPHERAL INTERFACE PROGRAM** which allows everything, from copying of files to transmission of files from one machine to another, possible.

First you must invoke PIP by typing PIP when the **A:** prompt appears, this will present you with a star, *, prompt to show that PIP is running.

Copying files is a simple process as long as you follow some set rules. The first thing you type is the name of the drive that you wish the file to be sent to. This means that if you were copying from drive A to drive B then you must first type **B:** followed by an equals sign. Now you must give the drive that the data or program is on, followed by the name of the program so next type **A:filename**.

If you have an **M:** drive as on the PCW range of machines then you can specify the M: drive in the command. It could be useful to type:-

m:=a:*.*

when first using the machine which will put as much data as possible into the M: from the A: drive and so reduce access time to other files.

Wildcards may be used to copy a selected group of files with a common part. The * is used to denote ALL files while the ? specifies a single character.

FOR EXAMPLE **m:=a:*.*** means copy everything from drive A: to drive M:

m:=a:*.com only copies files with the file type COM

And finally **m:**=a:???sys.* copies all files with a filename that includes sys as its final three letters. Note that this only copies files with 3 letters in front of the **sys** part. If you wish to copy files that start with a certain sequence of letters but you don't know how many characters finish it then the command **m:**=a:SYS*.* will copy all files that begin with sys onto the M: drive. CPC6128 owners without the M: drive can use drive B:. If no drive is available then CP/M will tell you to swap disks.

Let us say that you had two text files and you wished them to be merged together and saved under a different name. For the sake of argument we will call the two files **FILE1** and **FILE2** and the file to be joined **JOINED**.

JOINING FILES

JOINED= FILE1,FILE2

This will join the two files and save them on the current drive, usually A:

If you wished to load files from two different disks and save them on the m: drive then the command:—

m:JOINED=a:FILE1,b:FILE2

would do this for you. Any combination of drives specifiers could be used, for example **a:=b:FILE1,m:FILE2**, which takes the files from drive M: and B: and puts the joined file on drive A: but you must always remember that the files must be specified in the order in which they will come in the joined file. If you want **FILE1** to be the first part of the text then it must come before the comma, and if you want it to be THE second part of the text then it must be placed after the comma.

Quite a few of you will have a serial interface and what to download files from other computers. This function is also available through PIP, but if you don't have the serial interface then it is a good idea not to use the commands associated with it as they may crash the machine, or at the very least give an error message.

The serial port is known as the auxiliary port and is specified by the **AUX:** option. To receive a file from another machine the following must be typed.

a:filename=aux:

Any disk drive may be specified but you must remember to set the baud rates, stop bits, parity etc, to the same as that used by the machine sending the file (The HOST) using the SETSIO command which is covered later.

If a file is to be sent then the AUX must be specified first, for example

AUX:=A:filename

You must remember that if a file is being sent then the machine it is being sent to must be ready to receive as the AMSTRAD version of PIP does not wait for confirmation that the machine is ready, it just sends, also if the AMSTRAD is to receive a file then it must be waiting to receive before the file is sent.

SETSIO will set up the serial interface to the correct setting for transmission and receiving of files from another machine. As it is unlikely that the machine will set up correctly when you have invoked CP/M, unless the SETUP command has been used (more later), so it is a good idea to set the baud rate as soon as you switch on.

SETSIO OPTIONS

SETSIO has the following syntax.

SETSIO option ,‰ option‰ , . . . ,‰ option‰

up top eight options may be specified in any order that you wish.

TX is the transmission rate — T for short — and sets the baud rate to the correct speed.

RX is the receiver baud rate, R for short and this just gives a number which will set both baud rates to the same speed.

BITS n sets the number of data bits (5, 6, 7 or 8). Use B for short.

STOP n sets the number of stop bits (1, 1.5 or 2). Use S for short.

PARITY type sets the parity type (ODD, EVEN or NONE). Use P for short.

The *XON* state sets the XON Protocol ON or OFF. Use X for short.

The *HANDSHAKE* state sets the handshake ON or OFF. Use H for short.

A valid line might be:—

SETSIO 9600 BITS 8 PARITY NONE STOP 1 XON OFF HANDSHAKE ON
or
SETSIO 9600 B 8 P NONE S 1 X OFF H ON

These are both the same, setting both RX and TX to 9600 baud, 8 data bits are used, no parity check is invoked, one stop bit is used, XON is switched off and the HANDSHAKE is set to on.

If the XON is on then the machine will activate a signal when it is ready to receive more data, this means that the computer can control the flow of data, though it is rarely used on the AMSTRAD.

There are 15 baud rates that are allowed and cover all the main rates. These are :—

50, 75, 110, 134.5, 150, 300, 600, 1200, 2400, 3600, 4800, 7200, 9600 and 19200

The 19200 rate is only guaranteed for transmission and should really be steered clear of, although it may be worth a try due to its great speed. (ABOUT 2k per second).

The *PARITY* option allows the check of incoming data to see if is correct. If the parity is set to ODD then the number of 1 bits plus the parity bit (if it is set to 1) should be an odd number, if not then something is wrong. If the parity is set to even then the number of 1 bits plus the parity bit if it is set to 1 should be an even number, if not then as before there has been an error in the transmission.

Setting the *PARITY* to *NONE* means there are no checks.

If the *HANDSHAKE* is set to on then any data received is sent back to the *HOST* machine so that it may be checked. If the data sent back is not correct then it sends the data again. This, along with the parity check, makes data transmission a very exact affair so few errors should ever get through.

The **DIR** commands as you must know, gives you a list of what is on the current disk, but there is another version that will accept options and allow you to display files in a variety of ways. It will even search for files on any or all drives and any or all user numbers.

The syntax is as follows.

DIR filespec,‰ options‰

You may specify as many options as you require with a set of brackets around each option.

ATT displays the file attributes, if the file is read only or in the proper directory.

DATE shows the date and time that a file was modified or created.

DIR only shows up files that have the DIR attribute.

DRIVE=ALL shows the files on all drives that are currently attached.

DRIVE=(A,B,C, . . . ,P) shows the files that are on the drives specified.

DRIVE=a would show up files on drive A.

EXCLUDE shows all the files that are not a match for the files specified in the filespec and command line.

FF sends a form feed to the printer before sending any print, if CTRL P has already activated the

printer.

FULL this displays the name, size, number of 128-byte records that make up the file, and all the file attributes of the files. If there is a directory label on the drive, the option shows the password protection mode and the time stamps. If there is no directory label then two files are shown on each line with the passwords and date time stamps being omit. The directory using this utility is always alphabetically sorted.

DIRECTORIES

LENGTH=n sends a number of line feeds to the printer before printing the table heading, the number may rearrange from 5 to 65535.

MESSAGE shows the names of the drives that are being searched along with the user numbers.

NOSORT does not sort the directory into alphabetical order but instead shows them in the order that they are on the disk.

RO shows only the files that have a READ ONLY attribute.

RW does the same as RO but for files with the READ-WRITE attribute.

SIZE shows you the size of a file in lots of 1024 bytes, in other words in K just as with AMSDOS.

SYS shows only those files that are in the system directory. The DIR directory and SYS directory along with the USER numbers are used for multi-user access, this means that each user is given a USER number and can only access files on that USER. The system directory contains files that can be used by all USERS. If any files are given the SYS attribute then they are hidden from the normal directory, even in AMSDOS. This makes it very useful for hiding files and keeping a disk looking tidy by only having the loader program showing and the main program invisible, though they still load and run as normal.

USER=ALL shows up the files on all the users.

USER=n only shows files on the user selected by n and **USER (1,2,3, . . . 15) displays only the users specified by the list.**

If you wished to have a full list af the characteristics of Drive A in user 0 then type DIR A: ‰ FULL‰

DIR a: ‰ DATE‰
would show up the dates at which files on drive A where created or updated.

DIR b: ‰ RW,SYS‰
gives a list of all files that are read only and in the system directory.

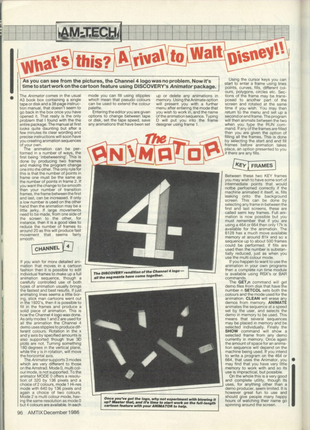
DIR ‰ exclude‰
***.dat** would show up all files that DID NOT have the file type .dat.

Looking at other users is just as simple.

DIR ‰ drive=all users=all‰ *.bak loks for all the backup files on all drives and on all the user numbers.

As you can see it is a very easy matter of mixing the commands to produce the effect you want. Next time we will cover how you can set the attributes to files that you wish and how to use the PASSWORD system on your own files.





What's this? A rival to Walt Disney!!

As you can see from the pictures, the Channel 4 logo was no problem. Now it's time to start work on the cartoon feature using DISCOVERY's *Animator* package.

The *Animator* comes in the usual A3 book box containing a single tape or disk and a 38 page instruction manual, that doesn't seem to go back in the box once you have opened it. That really is the only problem that I found with the the entire package. The manual at first looks quite daunting but after a few minutes its clear wording and precise instructions will soon have you creating animation sequences of your own.

The animation can be performed in a number of ways, the first being 'inbetweening'. This is done by producing two frames and making the program change one into the other. The only rule for this is that the number of points in frame one must be the same as the number of points in frame 2. If you want the change to be smooth then your number of transition frames, the frame between the first and last, can be increased. If only a low number is used on the other hand then the animation may be a little jerky. If large movements need to be made, from one side of the screen to the other, for instance, then it is a good idea to reduce the number of frames to around 20 as this will produce fast movement that seems fairly smooth.

CHANNEL 4

If you wish for more detailed animation that moves in a cartoon fashion then it is possible to edit individual frames to make up a full animation sequence, though a carefully controlled use of both types of animation usually brings the fastest and best results. If just animating lines seems a little boring, stick man cartoons went out in the 1920's, then it is possible to fill in the frames and produce a solid piece of animation. This is how the Channel 4 logo was done. As only modes 1 and 2 are used for all the animation the Channel 4 demo uses stipples to produce different colours. Rotation in the x and y axis by specified amounts is also supported though true 3D plots are not. Turning something 180 degrees in the vertical plane, while the y is in rotation, will move the horizontal axis.

The *Animator* supports 3 modes which are very different to those on the Amstrad. Mode 0, multi colour mode, is not supported. To the animator MODE 0 offers a resolution of 320 by 136 pixels and a choice of 2 colours, mode 1 Hi-res mode with 640 by 136 pixels and again a choice of two colours. Mode 2 is multi colour mode, having the same resolution as mode 0 but 4 colours are available. In each mode you can fill using stipples which mean that pseudo colours can be used to extend the colour palette.

Entering the editor you are given options to change between tape or disk, set the tape speed, save any animations that have been set up or delete any animations in memory. Using the Animate option will present you with a further menu after entering the mode that you wish to work in, and the name of the animation sequence. Typing D will put you into the frame designer using frame 1.

The ANIMATOR

The DISCOVERY rendition of the Channel 4 logo — all the segments have come together.

Once you've got the logo, why not experiment with blowing it up? Master that, and it's time to start work on the full-length cartoon feature with your ANIMATOR to help.

Using the cursor keys you can start to enter a frame using lines points, curves, fills, different colours, polygons, circles etc. Sections of the frame may be transposed to another part of the screen and rotated at the same time if you wish. You may then return to the menu and set up a second or end frame. The program will then animate between the two when you type the RUN command. If any of the frames are filled then you are given the option of filling all the frames. This is done by selecting the start and end fill frames before animation takes place, an option presented to you if there are any fills.

KEY FRAMES

Between these two KEY frames you may wish to have some sort of intermediate points that would notbe performed correctly if the machine animated it itself, ie, fills leaking onto the background screen. This can be done by selecting any frame in between the first and last screens, these are called semi key frames. Full animation is now possible but you must remember that if you are using a 464 or 664 then only 17k is available for the animation. The 6128 has a much move available memory at around 81k and so a sequence up to about 500 frames could be performed. If fills are used then the number is substantially reduced, just as when you use the multi colour mode.

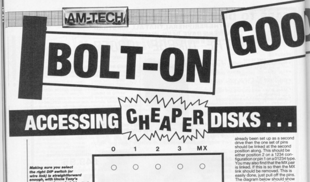
If you happen to want to use the animation in your own programs then a complete run time module is available using RSX's or BAR commands.

The **GET,n** command will get demo files from disk that have the number n **SETCOL** sets both the colours and the mode used for the animation. **CLEAN** will erase any demos from memory. **ANIMATE** animates the sequence at a speed set by the user, and selects the demo in memory to be used. This means that several sequences may be placed in memory and be selected individually. Finally the **SHOW** command will show a selected frame from any demo currently in memory. Once again the amount of space for an animation sequence will depend on the machine being used. If you intend to write a program on the 464 or 664, that uses the Animator, you may find that you have very little memory to work with and so its use is impractical, but possible.

On the whole this is a very good and complete utility, though its uses, for anything other than a demo producer, seem limited. It is however great fun to use and should give people many happy hours of watching their name go spinning around the screen.



DOUBLER
HAVING PROBLEMS BACKING UP THE LATEST LOADING TECHNIQUES?
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Will solve ALL your problems
After enormous success on the CBM 64 and spectrum we now have "Doubler" available for the CPC464. Designed by DRAYSOFT, inventors of the infamous "Interface III", this superb unit will operate with 100% success guaranteed. It requires the use of an auxiliary cassette deck.
Simply plug in the "Doubler" on the expansion port, connect a tape player to it with the lead supplied, LOAD the software supplied in the normal way and you are ready to start.
Using digital techniques "Doubler" will create a brand new machine back up of ALL software. 100% success GUARANTEED.
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Solve all your back up problems in one move, remember we guarantee success.
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At last a POWERFUL disc backup and utility package for the 464/664/6128 series. Incorporates the following:
"DUPLICATOR" . . . A new standard of protected disc backup for the Amstrad. A very powerful program that will operate with one or two drives. We aren't saying that it will copy every disc available but our extensive tests have been unable to find one that it won't. We are sure that the DUPLICATOR is the best disc backup program available. Make no mistake many similar utilities are very limited. Future updates will be available as and when necessary at nominal cost.
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WARNING: Do not be misled by other adverts. There is only one "DUPLICATOR". It is the most powerful program of its type.
TAPE TO DISC
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At last, a hardware "device" that will allow you to transfer those tediously slow loading cassettes to disc. "Disc Wizard" operates on the working memory of the computer, hence it is unaffected by the loading method used. It is brought into operation by the simple press of a button. A working version of the program in memory is then saved to disc and the program will restart. The saved version, when reloaded, will start from exactly the point that the button was pressed (very useful). In most cases the process is then complete. With some programs it will be necessary to make one or two adjustments to the saved programs using a Simple routine supplied. However, this will also allow you to make certain custom alterations to the programs, e.g. screen size, windows, etc.
"Disc Wizard" is a hardware interface that fits the expansion or floppy disc port of the 464/664/6128. It is equipped with a through port and is supplied complete with simple instructions. At the time of going to press we have been unable to find even one, memory resident, program that the "Wizard" has been unable to handle.
ONLY £39.95
Please Note: This product is intended for archival purposes only. Programs transferred require the unit to be present for reloading. Software to enable saved versions to stand alone will be available in the future.



Making sure you select the right DIP switch (or wire link) is straightforward enough, with Uncle Tony's back-of-envelope sketch!

Adding an extra drive to your Arnold is straightforward — but can get expensive if you choose to stay with the 3'' format. The disks are expensive, can be difficult to get hold of and the official Amstrad drives weighs in in at $90.

You can save money by using a 5¼'' disk drive.

Before embarking on this project please take a screwdriver in your right hand hold it up and repeat the following.

Neither AMTIX! nor Tony accept any responsibility for the consequences of fitting a second 5 1/4 inch drive in the manner that is described in the following text. Nor do we guarantee that the modifications will work with every computer. However if the process is successful it should provide you with a cheaper alternative to the 3 inch disks.

A 2nd 40 track drive can be bought for as little as £50 and should easily pay for itself after buying 10 disks and of course alleviate the problems of availability of disks.

The actual connection of a second drive is relatively simple, assuming that the second drive is compatible. Drives in a **Chinon** chassis seem to be the easiest to use. **OPUS** often use these as their 40 track single drive, though some **Dragon** and **Alps** drives have also been found to work. So far we have not heard of anyone who has had success with **Cumana CSX100L** drives, also older full height drives and some of the **Shugart** types are very likely to be incompatible.

THE RIGHT DRIVE

When purchasing a second drive it is important to note that neither AMSDOS nor CP/M on the AMSTRAD can recognise double sided drives nor 80 track drives. This means that it is difficult to increase the storage capacity over that of the 3 inch drive but add ons are available to step up the capacity to as much as 800k.

So the first thing you must do is buy a 40 Track single sided 5 1/4 inch drive. It must either have a built in power supply or have a external PSU available, as the AMSTRAD cannot supply power to the drive itself. Many of the disk drives for the BBC micro have no power supply as this was provided by the BBC itself, if you have one of these then you must purchase a PSU. Do not, under any circumstances try to connect such a drive to the mains, you are liable to blow up the computer, disk drive and probably yourself.

Now comes the hard bit. Get a suitable screwdriver, unplug the drives from the computer and the mains and remove the drive casing. Inside, at the rear of the drive you will find a PCB edge connector, probably gold plated. This is the same as the 34 way connector on the back of the AMSTRAD CPC6128 or CPC664.

Now things start to differ from the AMSTRAD 3 inch system. To connect the drive you will need a 34 way ribbon cable, up to, but not exceeding, two feet long and a 34 way IDC connector at each end of the cable. This is easy to make up yourself but the parts don't come cheap at around £10 the lot. Most electrical shops such as TANDY will sell them though it is best to shop around. The disk lead sold by AMSTRAD is not suitable as the plug on one end is not compatible with that on the 5 1/4 inch disk drive.

Now you have your cable fit one end onto the PCB edge connector on the back of the drive. Just push on to fit. Make a note of which way around the cable is, one side of the ribbon cable should have a mark to help you do this. Inside the drive you should see a set of linking pins in a row of two's. Usually these will be marked either **DS 1 2 3 4 MX** or **DS 0 1 2 3 MX** on others but these are the main ones. If the drive has already been set up as a second drive then the one set of pins should be linked at the second position along. This should be either position 2 on a 1234 configuration or pin 1 on a 01234 type. You may also find that the MX pair is linked. If this is so then the MX link should be removed. This is easily done, just pull off the pins. The diagram below should show the correct configuration of the connections.

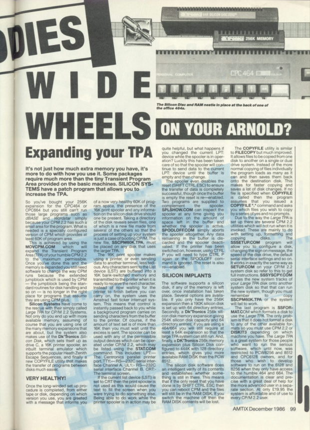
CONNECTION TIME

Now put the drive back together again and get ready to connect the thing to your AMSTRAD. Now you must worry about which way up the cable should be connected to the AMSTRAD. The 34 way cable must be connected at the computer end UPSIDE DOWN in relation to the drive end. If this is done wrong the drive will whirr away and not be recognised by the AMSTRAD. As this may cause problems, due to having a polarising pin in the connector, it is a good idea either to buy connectors without the pin or wait until you get to this stage before connecting the connector to the cable at the computer end.

Now if everything is right you should switch on the drive then the computer. For the computer to recognise that the second drive is available it must have a disk in it when called. To format the drive you must use CP/M or any utility you have that will format a second drive. CP/M once booted will tell you that two drives are available. If you are using CP/M 2.2 then the format program will not format a second drive. Instead you must copy a disk across onto the second drive which will format it at the same time. If CP/M plus is used then you should have no problems as this will cope with the second drive.

The new 5 1/4 disk drive should now act just like having a second 3 inch drive, but with the added advantage that the disks are cheaper to buy.

Thanks go the AMSNET for their kind help.



The Silicon Disc and RAM nestle in place at the back of one of the offfce 464s.

DIES WIDE WHEELS ON YOUR ARNOLD?

Expanding your TPA

It's not just how much extra memory you have, it's more to do with how you use it. Some packages require much more than the tiny Transient Program Area provided on the basic machines. SILICON SYSTEMS have a patch program that allows you to increase the TPA.

So you've bought your 256K expansion for the CPC464 or CPC664 but you still can't run those large programs such as *dBASE* and *Wordstar* simply because your CPM 2.2 has such a small area for the program. What is needed is a specially configured version of CPM which provides at least 60K of program area.

This is achieved by using the **MOVCPM.COM** which will expand the Transient Program Area (TPA) of your humble CPM 2.2 to the maximum permissible. Once you've done this and the memory is expanded you still need software to change the way CPM runs because the extended jumpblock which is used by CPM — the jumpblock being the standard routines for disk handling and so on — is no longer in the right place for programs that assume they are using CPM plus.

Silicon Systems have come to the rescue with their simply called *Large TPA* for CP/M 2.2 Systems. Not only do you end up with more available memory, assuming of course that you are using one of the many memory expansions that are about, but the system also makes use of the **Dk'Tronics** *Silicon Disk*, which sets itself up as drive C, a 16K printer spooler, an inbuilt terminal emulator which supports the popular Heath Zenith Escape Sequences, and finally a new COPYFILE utility that makes the transfer of programs between disks much easier.

VERY HEALTHY!

Once the long-winded set up procedure is completed, from either tape or disk, depending on which version you use, you are greeted with a message that informs you of a now very healthy 60K of program space, the presence of the 16K print spooler and any information on the silicon disk drive should one be present. Taking a directory of the disk reveals seven files, one of which is a new file made from several of the others so that the process of setting up your system is just a case of booting CP/M. The new file, **SSCPM60K.TPA**, must be placed on any disk that uses the larger TPA.

The 16K print spooler makes using a printer, or even sending data to another terminal, less tedious. Any characters sent to the List device (LST:) are buffered into a 16K bank-switched memory and transmitted to the printer when it is ready to receive the next character. Instead of now waiting for the printer to finish before you can carry on, the system uses the Amstrad fast ticker interrupt system. This means that control is instantly passed back to you while a background program carries on sending characters from the buffer to the printer. Of course, if the amount of text set is of more than 16K then you must wait until the excess is sent. The spooler can be used with any of the permissible output devices which can be operated under CP/M 2.2, which may be listed using the **STAT.COM** command. This includes: LPT:— The Centronics parallel printer port. TTY:— RS—232C serial interface Channel A. UL1:- RS—232C serial interface Channel B. CRT:- The terminal screen.

If the current list device (LST:) is set to CRT then the print spooler is not used as this would cause the text to fill the screen when you were trying to do something else. Being able to do work while the printer spooler is in action may be quite helpful, but what happens if you changed the current LPT: device while the spooler is in operation? Luckily this has been taken care of so that the spooler will continue to send data to the current LPT: device until the buffer is empty and then change.

The spooler even disables the reset (SHIFT CTRL ESC) to ensure the transfer of data is completely successful, though once the buffer is empty the reset is re—enabled. Two programs are supplied to complement the spooler. **SPLSHOW.COM** can inspect the spooler at any time giving you information on the amount of space left in the buffer and whether the spooler is active. **SPOOLOFF.COM** simply aborts the spooler altogether. Any data remaining in the buffer is discarded and the spooler deactivated. If the printer has been switched on, however, using CTRL P you will need to type CTRL P again or the SPOOLOFF command is ignored. The reset is also re—enabled.

SILICON IMPLANTS

The software supports a silicon disk, if any of the memory is left over, once installation has taken place. Several options are available. If you only have the 256K expansion then a 190K silicon disk is set up with 64 directory entries. Secondly, a **Dk'Tronics** 256k silicon disk memory expansion giving 254K silicon disk capacity and 64 directory entries; if you are using a 464/664 you will still require at least a 64K expansion so that the large TPA system can still run. And, finally, a **DK'Tronics** 256k memory expansion plus Silicon Disk configured to 444K with 128 directory entries, which gives you more available RAM DISK than the PCW 8512.

The silicon disk software does an intelligent verify of its contents and establishes whether something is still in there. This means that if the only reset that you have done is by SHIFT CTRL ESC then you can reboot CPM and the files will still be in the RAM DISK. If you switch the machine off then the RAM DISK contents will be lost.

The **COPYFILE** utility is similar to **FILECOPY** but much improved. It allows files to be copied from one disk to another on a single or dual drive system. Instead of the more normal copying of files individually the program loads as many as it can and then saves them back onto the destination disk. This makes for faster copying and saves a lot of disk changes. If no file is specified when **COPYFILE** is called then the program assumes that you issued a **COPYFILE *.*** command and asks you which files you wish to copy by a series of yes and no prompts.

Due to the way the *Large TPA* is set up there are several CPM 2.2 utilities which will not run when it is invoked. These are mainly to do with setting up, formatting and copying disks. The **SSSETUP.COM** program will allow you to configure a disk, changing the sign on message, the speed of the disk drive, the default serial interface settings and so on. It works in exactly the same way as **SETUP.COM** on your CP/M 2.2 system disk so refer to this to get full instructions. **SSSYSCPY.COM** copies the new system tracks of your *Large TPA* disk onto another system disk so that that can run the new system, though you must remember to copy **SSCPM60K.TPA** or the system will fail to work.

The last program is **SSFORMAT.COM** which formats a disk to use the *Large TPA*. The only problem is that it does not format a disk to any of the other available formats so you must use CPM 2.2 or **DISKIT3** depending on which machine you have. The *Large TPA* is a great system for those people who want to run the serious software, which until now, was restricted to PCW8256 and 8512 and CPC6128 owners, and for those who wish to develop software to run on the 6128 and 8256 when they only have access to the humble 464 and 664. The documentation is clear and precise with a great deal of help for the more advanced user in a separate section. At only £19.95 the system is affordable and of use to every CP/M 2.2 user.



TASWORD TRANSFORMED!

A well tried and tested wordprocessor has finally arrived for the Joyce. *Tasword 8000* goes on trial.

The first option on the list is the Print text file function, which when selected puts you into a secondary menu. The whole file need not be printed, instead you can give a line or page range. Up to 255 copies can be made, one after the other, which saves time re-selecting the print option, in order to print out the same thing several times. Line spacing can be set to any value, though only using double line spacing will be of great use. You must specify whether you are using a continuous or single sheet paper. If single sheet is used then the program automatically tells you to change the paper. If the continuous sheet option is on and the printer comes to the end of the paper then the normal error messages from the PCW printer handler are produced.

It is possible to have a header or footer on each page along with the page number printed at either the top or bottom of the page and at the left, middle or right hand side of the page. The header or footer is defined when you type in the text, but there is no provision of alternate headers or footers, ie, page one has one heading, page two has another, page three has the first header again, etc. That's just like books which have several named chapters on the right hand side and the name of the book on the left. The left margin may also be specified, though if the margin has been set in the text then it is a good idea to leave this at 0.

```
TASWORD 8000
The Word Processor
(C) Tasman Software Ltd 1986
main menu

Print text file                 P
print with Data merge           D

Save text file                  S
Load text file                  L
Merge text file                 M

Return to text file             R

View disc file                  V
reName disc file                N
Erase file from disc            E

Customise program               C
save Tasword                    T

checK spelling                  K

change drive                    A/B
change user number              0-8
```

The main menu: no shortage of options available on this particular alternative to LOCOSCRIPT.

MERGING DATA

One of the best print features is the data merge facility. If, for example, you wished to send a letter to different people with different addresses but the main body of the letter is to be the same, then Tasword will do this for you. A data file that is Tasword compatible, from Dbase II etc., will be read every time the ampersand character (&) is found in a piece of text, but only if the Print data merge option is selected.

Saving files is very easy, just select the save option, give your file a name and hit enter. There is one problem though, you cannot save a text file to the Ram disk, as this is used to store the text while the program is running.

When loading files you must be careful to remember that the file currently in store has been saved already as this is always erased before the new file is loaded so that the two files don't become confused. If, however, this is the desired effect then there is also a merge file option. To merge a file you must first move the cursor in the text to a point where you wish the text to be placed. Simple to use but it can make a mess of your text when your not careful.

It is possible to view a file without loading it and destroying you current text by using the view file option. This scrolls past the text file that you have chosen, the stop key pauses the listing at any time.

It is very easy, as usual, to customise Tasword but if you do this you must save the Tasword package to another disk afterwards and keep the master disk as a backup. Defining the page layout involves giving numbers to certain parameters. First comes the number of text lines on a page, usually 50, next the number of line at the start of the page. These are where the page numbers go if they are printed at the top of the screen. The header is next set, if one is to be used, with a usual amount of three lines, ie one line of header text surrounded top and bottom by one blank line. The footer is next set, with a normal value of two which as before may be changed. Some printers accept different control codes for the carriage return, line feed and form feed, so these may be changed to correct control codes permanently.

All these changes are only set while the program is running, this is why a SAVE TASWORD option is available, which saves the program with all the altered default settings. Normally each character has a single ASCII code associated with it, Tasword allows you to define up to twelve codes to be used when the defined character is sent to the printer. This means that certain characters that are not possible, for instance the plus sign above the minus sign are now possible as well as special accents on letters used in other languages. The printer control characters may be changed also. One example of a printer control character is the **F** which produces a form feed when encountered in text.

OTHER PRINTERS

If you are using a different printer to the one supplied with the PCW and it is of a non Epson compatible standard then the ability to change the control characters is quite useful. The printer may also be sent up to 12 codes before actual printing takes place, for instance to put it into NLQ mode or some other typeface perhaps. The cursor shape can be changed from the normal flashing version to a steady one or to become a hollow box. The cursor can also be set to transparent or opaque, if the transparent option is picked then the cursor reverses out the character behind it so that it shows up more clearly. The language option reconfigures the keyboard for dif-

Just some of the commands that come in handy during a TAS WORDING session.

```
DELETION:     ЗDEL→ to line end      ▼△↑ start of text   ▼△← left margin    З← start of page
 ▼DEL word    З←DEL to line start    ▼△↓ end of text     ▼△→ right margin   З→ next page
 ▼CUT para    △DEL line (un=△CAN)    △← start of line    △↑ scroll up       З↑ fast scroll up
 CUT block    ▼△DEL clear text       △→ end of line      △↓ scroll down     З↓ fast scroll dwn
INSERTION:     △I line/char          ▼← word left        ▼↑ start of para   ▼█ start of screen
 ▼COPY n/pad  ЗI insert on/off       ▼→ word right       ▼↓ end of para     △█ end of screen
 merge=file   ЗA auto on/off         ▼△L goto line       ▼△P goto page      ▼△█ right edge

△Q move text left          TAB  tab             △A set left margin    △1  to   △8  put marker
△W centre line             △TAB reverse tab     △S clear margins      ▼△1 to   ▼△8 goto marker
△E move text right         ▼TAB set tab         △D set right margin   △-  and  △=  put marker
△J rejustify paragraph     ▼△TAB clear tab      ЗR get ruler          ▼△- and  ▼△= next marker
△H hard rejustify para     △X   reset tabs      ЗT save ruler         З-  and  З=  prev. marker
```



ferent keyboard layouts used in various countries, for instance in Germany they have a QWERTZ keyboard.

If you intend to use the & character in text that is to have data files merged into them when printed, it is a good idea to change the character that is used as confusion will ensue. This is also true for the $ sign which will load and print the file named after it. Normally you must press the RETURN key to confirm any operations, this can also be suppressed as can the need to justify the text on screen. If the 'on screen' justify is turned off then the process if much quicker.

Lastly the screen colours can be inverted so that the screen paper is white and the text black.

The program can access TASSPELL 8000 if you have bought it but contains no spelling checker of its own which I found quite annoying at first. Disk utilities include the normal rename and erase functions but there is also the ability to change between drives and select any user number from 0-8.

The text editor itself contains the usual myriad of functions, including the usual cut and paste or copy block functions, and tab setting abilities, but the program goes one step further by allowing up to eight markers to be set. These can be instantly jumped back to at a later date through the use of the ALT and EXTRA and SHIFT keys with the - and **d** keys. Tasword will when asked, scroll through the text either forward or backward to find the next or previous marker, or just jump straight to the marker of your choice.

Headers and footers are easily defined by typing the first line as either and then typing EXTRA plus Y to define the footer or EXTRA plus E to define the header. Once defined the top line can be changed to part of the text again. The text can have printer control codes included in it for effects like super and subscript, but unlike BRUNWORD they do not show up as they would on the printer.

The notepad function is very useful for reminders of things you wish to do, for example if you were typing a speech and wanted to include a particular piece that doesn't come until late in the text then you can leave a note on the notepad about it so that you will not forget, or even just make a note of something that you may have been told over the phone while using the machine. The notepad can be included in the text, though it can only be eight lines long. Up to four notepads can be set up at one time and in effect become four memories. With these you could have a form of cut and paste although a little limited on size.

Overall Tasword 8000 is a much needed utility for anyone who does a lot of word processing, leaving LOCOSCRIPT way behind.

LETTERTECH

Just when you thought Lettertech had died back it bounces with more answers to some of your technical answers, this time courtesy of our Technical man, Tony Clarke. If you would like to contribute thoughts relating to the AMTECH section of AMTIX!, whether it be comments on articles already published, or thoughts on products available, or if you have any problems using any hardware or software, write now to TONY CLARKE, AMTECH, P O BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.

THE PRICE AIN'T RIGHT

Dear Amtech,
I own an AMSTRAD CPC6128 and live in New Zealand. There is no specific reason for me to write except that your mag is great !!!! Well I better go now . . . WAIT !!. Sorry did I scare you? Do you know of any printers for the AMSTRAD that have ribbons that are cheaper than the Okimate 20. If so please give me the address and price. (if possible) Gotta go now, bye.
Chris Gin, New Zealand

Printer ribbons eh! I don't know of any ribbons other than those specifically for the Okimate 20 that will fit the thing. The only solution is to buy a printer that has cheaper ribbons. I use a Tandy printer plotter, its not too fast but the ink pens are dirt cheap, the printer was only £50 too.

MY ORGAN WANTS TO MAKE MUSIC WITH ARNOLD

Dear Amtech,
I have recently bought a Yamaha Electrone ME-50 organ, it has a MIDI IN and OUT jackplug sockets. I was wondering if it would be possible to connect my organ up to an AMSTRAD CPC464, so different sounds could be programmed into the organ and vice versa. Could you please send me information on hardware and software on the joining of the two, if available, Thanking you.
Stephen Ford Willenhall W. Midlands

EMR make a full MIDI package, excluding leads, though they might take pity on you and make some. The package costs £99.99 and should be available in any large computer or music shop. A full review of the system can be found in the September 1986 edition of AMTIX!

BACK UP BLUES

Dear Amtech
I bought my CPC6128 in February this year in England, and moved out two months later so I find all your hints etc very helpful as very few people round here own one, and even less speak English so keep up the good work. Now to my problem, I did not pay a lot of attention to the book supplied and so did not make backup copies of the master disks. Yes, you guessed it now they won't operate. All I get is a Read fail message. What I want to know is, where can I purchase new ones and how much will they cost?

Well that's all for now, I await you reply.
Dave Gill, West Germany
PS let this be a lesson to other users to pay more attention to the written word.

Oh dear, slap wrist. I must admit that I haven't backed up my copies of CP/M either. Contact Amstrad sales on 0370-86944 who will give you details on how to order another set, but be warned, although they didn't give me a price I shouldn't think that they come cheap.

COBOL FOR BEGINNERS

Dear Amtech
I am just starting the second year of a computer course at college and I am staring to learn COBOL. I would be very grateful if you could recommend a COBOL package for my CPC6128 and tell me how much it is and where I can get it from. Could you also tell me if the *Mirage Imager* which you reviewed in issue 12, fits snuggly onto the back of a CPC6128.
Stephen Burdis Thornton, Bradford.

Oh College, I remember it well. The best COBOL so far for the CPC Range is NEVADA COBOL, which is a full implementation. You should be able to order it from any large computer shop.

What do mean that's it. Well not all the letters seems to have come back from Grovel Hill. I hope you all like the tiplet on how to connect a second drive to your CPC, it works well for most machines, and it means that I can save some of my hard earned. After all 5 1/4 disks only cost £1.50 each. If anyone tries a different drive to the ones I recommended then let me know so that I can print a list. Bye till next Tech.


The Rainbird
AMSTRAD
THE OCP ART STUDIO
RAINBIRD

G·A·L·L·E·R·Y

We here at AMTIX! Towers are just about fed up with the snide remarks from the ZZAP team who keep saying Amstrad graphics are awful, well we are out to prove them wrong. What do you think of the picture of King Tut. It took more than a week to produce, thanks to David Thorpe from Screen Graphics. The *Dragon's Lair* picture was done by Software Projects, and the others done by those guys at CRL. Thanks to one and all for your great pictures.

Now it's your turn to produce something as stunning as these, so get out your screen designers and have a go. We don't expect you to do it for free either. The first five best entries will receive a copy of the Rainbird *OCP Art Studio* and their picture will be enlarged to A4 size, then framed. What more could you ask for? Every month after that we will blow up and frame the best five.



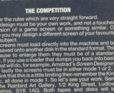
THE COMPETITION

Now for the rules which are very straight forward.

The design must be your own work, and not a touched up version of a game screen or something similar. Of course you may design a different screen of your favourite game subject.

All screens must load directly into the machine and be easily saved onto another disk in the standard format. This is because to enlarge them they must be of a standard format. If you use a loader that dumps you back into basic then that will do, for example, Amstrad's *Screen Designer*.

And lastly the screens must be in either mode 1 or 2. If you think that this is a little limiting then remember the King Tut pic, all done in mode 1. So let's see your work. Send it to the Rainbird Art Gallery, 1/2 King Street, Ludlow, Shropshire, SY8 1AQ. Both tapes and disks will be accepted. If you want them back then please include a stamped addresses container or jiffy bag.







PLAYING AROUND WITH PLAYERS

Get a free lunch and be fed on the entire range of player's software

Baseball hats and games for the runners up

PLAYERS is a software company who have always tried to let their public get a fair amount of game for a small amount of money. Well in this competition **PLAYERS** will be giving away some of their games for only 12p which just happens to be the price of your second class postage with which to enter the competition. Of course you'll have to be in the top ten before you can choose which piece of software you want **PLAYERS** to send you unless of course, you win; in which case you'll get every game that they've ever made and pick up any goodies that are lying around. This should be easily done when you go down to Aldermaston in Berkshire to be shown around the company homicile and taken out to lunch with the nice chaps and chapesses that live there!

Free grub is not something that should be taken lightly, however — it certainly isn't at AMTIX! Towers where the team's food is guarded jealously. Malcolm's very fond of crab sandwiches, so much so that recently he's begun to walk sideways and snap at people that come within range of his hefty pincers. Anthony Clarke rarely stops POKING long enough to fill his mouth but his idea of a square meal is a plateful of silicon chips and a hardware (sc)roll. Of course Saffron doesn't like anything the rest of team eats. She always seems to be nearby whenever there's a quick nibble to be had, although she says that she prefers to have something beefy with very little fat, and which is bursting with protein!

All this talk of food can only lead to one thing and it's not indigestion. The competition! All you have to do is to look at the two pictures below that is our Art bod's idea of what the *PLAYERS* lunch will be like. Unfortunately, halfway through copying the second picture he left the garret to run off down the road to buy a crusty roll. What you must do is to ring all the differences in picture B and pop it into an envelope. Jot down the number of differences that you've spotted on the back of the envelope and send your entry to **PLAYING WITH PLAYERS COMPETITION, AMTIX! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB**, to arrive here no later than dinner time on the 4th of December.

A

B


KONAMI'S COIN-OP HITS
FIVE GREAT ARCADE GAMES FOR THE PRICE OF ONE
IT MUST BE CHRISTMAS
HYPER SPORTS
Konami
GREEN BERET
Konami
Yie Ar KUNG-FU
Konami
Mikie
Konami
PING PONG
Konami
KONAMI'S COIN-OP HITS
Cassette Disk
SPECTRUM £9.95 -
COMMODORE £9.95 £14.95
AMSTRAD £9.95 £14.95
Twin Cassette Pack
Imagine
...the name of the game
Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS. Telephone: 061-834 3939 Telex: 669977.
Distributed in France by Ocean France Telephone: 93-42-7144. Distributed in Germany by Rushware Telephone: 2101-70040.

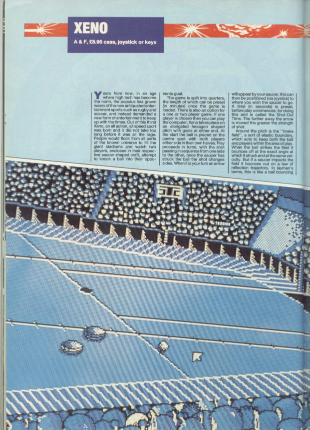
XENO

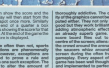
A & F, £8.95 cass, joystick or keys

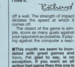
Years from now, in an age where high tech has become the norm, the populus has grown weary of the now antiquated entertainment sports such as rugby and soccer, and instead demanded a new form of entertainment to keep up with the times. Out of this thirst Xeno, an all action, all speed sport was born and it did not take too long before it was all the rage. People would flock from all parts of the known universe to fill the giant stadiums and watch two players, enclosed in their respective saucer shaped craft, attempt to knock a ball into their opponents goal.

The game is split into quarters, the length of which can be preset (in minutes) once the game is loaded. There is also an option for a one or two player game. If one player is chosen then you can play the computer. Xeno takes place on an elongated hexagon shaped pitch with goals at either end. At the start the ball is placed on the centre spot with both players either side in their own halves. Play proceeds in turns, with the shot passing in sequence from one side to the other, once the saucer has struck the ball the shot changes sides. When it is your turn an arrow will appear by your saucer, this can then be positioned (via joystick) to where you wish the saucer to go. A time (in seconds) is preset, before play commences, for doing this and is called the Shot-Out Time. The further away the arrow is moved the greater the strength of shot.

Around the pitch is the "brake field", a sort of elastic boundary, which acts to keep both the ball and players within the area of play. When the ball strikes the field it bounces off at the exact angle at which it struck and at the same velocity. But if a saucer impacts the field it bounces out on a law of reflection trajectory. In layman's terms, this is like a ball bouncing







■ I have never really been able to enjoy any kind of sport simulation on a computer and to be frank this didn't appeal to me to begin with, but after getting into it and searching out the various tactics it began to grow on me and now I am hopelessly addicted to it. The great thing about *Xeno* is the flexibility of the program; the options allow you to select everything from the time you have to hit the ball to the speed of your opponent's reaction. The graphics must be mentioned, as they are some of the best use of Mode one I have seen for some time, all in delicate shades of blue and marvellously defined. I think I can quite safely say this is headed for success at Christmas as it is the most superior piece of sport science fiction I have ever seen — I love it.

Richard

off a wall. The strength of impact dictates the speed at which it comes off.

The object of the game is simple, score as many goals against your opponent as possible. If playing against the computer a reaction time, ranging from 0-fast to 9-slow, can be set for the computer, dictating the speed at which it will react to positioning its arrow. But if two people are playing then it's down to the individuals' reactions.

Once a goal has been scored a window will appear saying so. It will then show the score and the time. Play will then start from the centre spot once more. Similarly at the end of a quarter a box appears showing the score for that quarter. At the end of the game the final score is displayed.

■This month we seem to inundated with great games and Xeno, I'm glad to say, is no exception. If you want an all action fast game then this one is for you. The gameplay is superb, and speed is the essence. The quicker your reactions the more fun you'll have, and there's always room for improvement. The graphics are excellent, both on the pitch and the animation of the crowd. Although there is no sound track, there are some lovely FX making the game very atmospheric. What makes this game so exciting to play is the way the ball and the saucers bounce off the elastic type pitch borders. This takes a little getting used to as the rebounds are not as would be expected, but you'll have to wait and see for yourself. Many a varied tactic can be employed to block your opponent or dislodge the ball trapped against the side. Xeno is one of the most exciting ball games I have ever played. An outstanding game in it's own right.

Mass

■ More often than not, sports simulations are phenomenally dull. However, exceptions are required to prove a rule and *Xeno* is one such exception. The ability to alter the amount of time allowed to set up a shot and gradually decrease the computer handicap as you become accustomed to the game make *Xeno* easy to get into and thoroughly addictive. The quality of the graphics cannot be disputed either. They not only look good but they work brilliantly in adding atmospheric effects to an already superb game. The score board flies out to the centre of the screen; aliens sit in the crowd around the arena and the saucers whizz around the screen during the often frantic gameplay. Every aspect of this game has been well thought out and implemented to perfection. Only clinical death should prevent you from buying it!

Sein

PRESENTATION 92%
Great loading screen, uncomplicated.

GRAPHICS 93%
Excellent.

SOUND 85%
Atmospheric FX.

PLAYABILITY 96%
Superb fast action for everyone.

ADDICTIVE QUALITIES 98%
Will keep you playing for hours if not days.

VALUE FOR MONEY 94%
Well worth the asking price.

OVERALL 96%
A great original all action game.

AMTIX! Accolade

IKARI WARRIORS

Elite Systems, £8.95 cass, £14.95 disk, joystick or keys

EXCLUSIVE!

PREVIEWED, REVIEWED AND ACCOLADED!

Earlier this month we took a trip to Elite to preview *Ikari Warriors* which appears in the preview section this month. However, literally, a few hours before our final deadline the phone rang. Steve Wilcox, MD of Elite, told us that Ikari was ready and waiting. So not wanting to disappoint our readers we agreed to review it this issue. The plot may have altered slightly, but the game has improved and whatever happens this game is worth as much coverage as is humanly possible . . .



Good old Ikari mounting his first offensive on the enemy hillock emplacements

The assault is over, victory is yours, and you are returning home to your loved ones. General Alexander Cook is at his residential HQ relaxing after the debriefing seminar, lying in the sun sipping a cool glass of pure orange juice, the oranges for which were plucked freshly that morning from his grove. Everything is tickity boo. The plane gently hums as it flies over the dense undergrowth that covers the land where many of your companions lay slain after the

bloody battle. All is going well when suddenly the radio spits into life. A faint voice can be heard, amid the hideous crackling, which nearly completely obscures a straining voice.

You recognise that voice, it is the voice of your General; however he sounds frail and weak, he relays a message: "Mayday, this is General Cook, being captured in my own HQ, guerrilla forces storming the building . . ." the background noise finally obliterates any message that might try to come through. You, along with your buddy, have only one option, and that is to fly back, as near to the

■ Although I've never actually enjoyed games of the Commando genre Ikari Warrior really does appeal to me. It has excellent presentation, with a one or two player option, two player making the game slightly easier. The graphics are very impressive, done in fatty mode 0 but, surprisingly, the characters don't appear blocky mainly due to the superb choice of colours used which blend very well together. Elite have done us proud and it all goes to prove that the Amstrad does have the capabilities to produce proficient arcade conversions. If this standard of conversion is kept up then there is going to be a great future for the Amstrad in the games world.

Richard

HQ as possible; land the plane and take your life into your own hands and rescue your General from the savages.

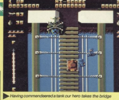
You prepare to land, but the plane isn't staying stable and plunges to the forest floor — in an attempt to keep it stable you manage to land but the plane is rendered useless. There is only one remaining option — to battle on through once familiar land-

■ With the advent of Commando, I though I had seen the best "Blood and Guts" game possible on the Amstrad. Then Elite decided that they were going to better themselves. The game is just the most highly polished thing to come from the Elite stables to date. The full colour palette of the Amstrad has been used to its utmost and gives the whole thing a great feeling of depth. A nice touch is the way that you can jump into any tank that happens to be lying around and use them on the opposition, though at times you must get out to destroy a blockage with your grenades, at which time the enemy blow up your tank if you are not careful. Overall a great game that deserves to be a big hit.

Anthony

scape, rescue the General, and return home in his plane which is currently being guarded by the guerilla forces.

The first choice you will have to make is whether you are going to go it alone or take your buddy with



Having commendeered a tank our hero takes the bridge

you, a one or two player game, then you must head off through the

■ Elite have certainly impressed me with this one, the action is absolutely superb. I'm sure comparisons are going to be made with Commando but I put Ikari Warriors far ahead. The game play is excellent with you being able to use the odd tank every now and then, but also I love the way you can go through water with the enemy swimming beneath. Both the animation and the graphics are very well presented and the sound FX have great atmospheric qualities. It takes a little time to get used to the directional firing, making it slightly awkward to start with, but once settled down I haven't been able to stop playing it. It's BRILL.

Mass

green undergrowth. On your travels you will be armed with a rifle capable of wiping out any of the evil Dictator's minions that may attempt to ambush you. They are trained marksmen and combatters determined to make you perish with heavy artillery, rushing out in groups firing mercilessly. The forest does not soley comprise of undergrowth and rocky plains but, as the action takes place after the monsoon season, the lakes and rivers are full. Luckily, you are able to stomp through the water although this will seriously reduce your speed. The guerillas, trained in jungle warfare, make the best possible use of the water and swim underneath occasionally surfacing for a breath - this is where you can attack them. They can be spotted by the dark patch of water that surrounds them. It soon becomes apparent that you lack the essential supplies to win — but you must, there is no alternative move, you must act dirty and ambush enemy tanks, taking them over so you can proceed over bridges, collect fuel and supplies left behind as they slowly retreat. Show no, repeat, no mercy for you are the only hope; you are that *Ikari Warrior*.

PRESENTATION 95%
Superb selection of controls, easy to get started.

GRAPHICS 96%
Big, bold and bright but very well defined.

SOUND 92%
Effective theme tune, great FX.

PLAYABILITY 93%
Not exactly easy to get into, but a great challenge.

ADDICTIVE QUALITIES 94%
Bound to keep you occupied for many a winter night.

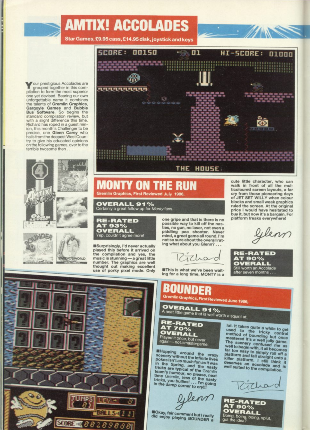
VALUE FOR MONEY 93%
This is what full price games should be like.

OVERALL 94%
An excellent arcade conversion from Elite.

AMTIX! Accolade

AMTIX! ACCOLADES

Star Games, £9.95 cass, £14.95 disk, joystick and keys



Your prestigious Accolades are grouped together in this compilation to form the most superior one yet devised. Bearing our own unforgettable name it combines the talents of **Gremlin Graphics**, **Gargoyle Games** and **Bubble Bus Software**. So begins the standard compilation review, but with a slight difference this time. Richard has roped in a guest minion, this month's Challenger to be precise, one **Glenn Carey** who hails from the deepest West Country to give his educated opinions on the following games, over to the terrible twosome then . . .

MONTY ON THE RUN

Gremlin Graphics, First Reviewed July 1986,

OVERALL 91%
Certainly a great follow up for *Monty* fans.

RE-RATED AT 93% OVERALL
Yep, couldn't agree more!

■Surprisingly, I'd never actually played this before it arrived on the compilation and yes, the music is stunning — a great little number. The graphics are well thought out making excellent use of porky pixel mode. Only one gripe and that is there is no possible way to kill off the nasties, no gun, no laser, not even a piddling pea shooter. Never mind, a great game all round. I'm not so sure about the overall rating what about you Glenn? . . .

Richard

■This is what we've been waiting for a long time, MONTY is a cute little character, who can walk in front of all the multicoloured screen layouts, a far cry from those pioneering days of JET SET WILLY when colour blocks and small weak graphics ruled the screen. At the original price I would have hesitated to buy it, but now it's a bargain. For platform freaks everywhere!

Glenn

RE-RATED AT 90% OVERALL
Still worth an Accolade after seven months . . .

BOUNDER

Gremlin Graphics, First Reviewed June 1986,

OVERALL 91%
A neat little game that is well worth a squint at.

RE-RATED AT 70% OVERALL
Played it once, but never again — not a mastergame.

■Hopping around the crazy scenery without the infinite lives pokes isn't as much fun as it was in the Spring, and the nasty tricks are typical of the Gremlin team's humour, so please, next time Gremlin, less of the nasty tricks, you bullies! . . . I'm going in the damp corner to cry!!!

Glenn

■Okay, fair comment but I really did enjoy playing BOUNDER a lot. It takes quite a while to get used to the tricky control method of bounding but once mastered it's a well jolly game. The scenery confused me as well to begin with, it all becomes far too easy to simply roll off a platform and fall straight onto a killer platform. I still think it deserves an accolade and is well suited to the compilation.

Richard

RE-RATED AT 90% OVERALL
Boing, boing, boing, splut, got the idea?

SWEEVO'S WORLD

Gremlin Graphics, First reviewed February 1986

OVERALL 94%
Definitely one for the collection. Let's hope Gargoyle throw a few more fun packages together.

RE-RATED AT 92%
Yep, I can see the spots flying now!

■Comedy was the emphasis in this cute little game, and that is still there after nearly nine months of fairly constant play. It's one of the arcade adventures that I still return to if I'm in need of a quick scoot round or exploration. As with any such game the gameplay slows down when there are lots of little people scooting around, but then, it does give you time to think . . .

Richard

■This game still has lots of appeal, roaming around, discovering, finding & solving. The only problem is the probing fingers, they get right up my nose! (perhaps you should rephrase that! -SOFT ED) Sweevo is the exact spitting image of Anthony Clarke! There's not a great deal I can add to the original review, it's simply wuunderfull! . . .

Glenn

RE-RATED AT 93% OVERALL
A good game which knocks spots off the Spectrum version!

STARQUAKE

Bubble Bus Software, First Reviewed July 1986,

OVERALL 91%
Stephen Crow deserves another hit and you deserve to treat yourself.

RE-RATED AT 90% OVERALL
An appealing and challenging graphic adventure.

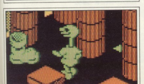
■I didn't know what to expect at first, but after a while I began to get the grip of things, Blob intermingles with the aliens really well. Steven Crow wrote some really original games on the Spectrum, and he hasn't lost his touch, the neat little extras on this game are brilliant, like the building blocks he excretes(!) and climbs on before they crumble away. well thought out, and brilliantly animated, bundled with the rest, this is a bargain.

Glenn

■Again another game I hadn't played until now and I feel as if I have really missed out this classic. Okay, so the still photos don't look too appealing but when the animation gets underway it really goes to prove what can be done with a little bit of imagination and a really cute central character. With 500 screens you're not going to get bored very quickly and I can see it becoming a firm favourite a lot of gaming gastronaughts.

Richard

RE-RATED AT 88% OVERALL
Ok if you like that sort of thing!





GALVAN

Imagine, £8.95 cass, joystick or keys



You are member of the Cosmo Police, who have vowed to stop crime wherever it may be. You are out to uphold the values of truth, justice and the American way, overcoming every foe your trail leads to, and, most important of all, totally eradicating inferior life forms with your blaster.

You are **Galvan** the only surviving member of this elite corp of fighters. All your comrades have been destroyed in their mission to seek out evil and destroy it forever on your home planet, so it's your turn. Run away! Run away, you think, but no you must enter the Massive underground Techno Caverns on *Cynep* for the sake of those countless who have died before you. The entire cavern is inhabited with aliens, robots, and many androids, the task would seem impossible were it not for the pyramids of energy. These pyramids not only give you a further boost of energy but also equip you with better weapons as you progress through the maze.

Anthony — CRITICISM

First the bad bit, the scrolling is pathetic to the extreme. But the rest is all good. The graphics are clear and well defined, there is a perfect use of colour that gives the whole thing — when the screen isn't scrolling — a sense of real arcade action. Sorry there is another niggle, the playing area is so small. The Arcade machine had a screen turned sideways so that the screen was longer downwards, this is what I imagine they have tried to reproduce but unfortunately it does not work well. If the whole thing were flick screen with a full sized screen then it would be a winner, but whoever designed it was trying too hard to create an arcade classic on a machine with less speed.

As no one has ever survived, very little is known about the defences of the planet except that each level of the caverns is protected by a multi-headed demon that spits lethal laser bolts, each head must be killed separately to pass into the next level.

Galvan is a colourful shoot-em-up type game where you move around a large playing area, several screens wide, to find and destroy the evil demon. Picking up Pyramids gives you extra weapons, you start by just using your fists, next is the normal gun, third an Arc Blaster and last a very powerful Blue Bolt Neutraliser, which as the name implies is pretty damn devastating. As each maze is completed you go on to a larger maze until you destroy all evil in the caverns, if of course this is possible.

Mass — CRITICISM

If GALVAN is anything to go by, arcade style screens should be kept to the arcades. That is not to say that the idea is bad it's just that the implementation leaves a lot to be desired, the screen is far too small making it shudder like hell. The graphics, the colour and the sound FX are very good but this does not make up for the atrocious game play. In some places I could not tell what was happening nor what to do about it. Far too difficult. I'm sorry to say that this game rates very poorly in my books, it's a shame because the idea was there.

Each maze is made up of several sections; you are first dropped inside the cavernous exterior, next comes the Techno Section with metallic walls flashing dials and killer robots that reach out for you, third is the undersea section with its ornate sea creatures and underwater coral formations, and last is the Great Hall, at the end of which the demon is found.

Richard — CRITICISM

Yes, yes, all very pretty graphically but there is a lot lacking from this game. The idea of having an arcade sized screen isn't a bad concept in its self unfortunately it just doesn't work in practice. With the screen being so long it causes several problems, especially when trogging up and down the stairs — as the whole screen judders around like a mound of jelly. I've never been a great arcade player and so this doesn't mean a thing to me, nor does it appeal.

Pyramids are found scattered about the maze randomly but can also be created by disposing of anything that wears a helmet like yours, they are probably renegade Cosmo Police. If you touch any of the moving triangles then you will be paralysed for a certain amount of time, but unlike the arcade you cannot be touched during this time. This doesn't make it easier to play as the meanies tend to congregate around you and they pile on as soon as the paralysis wears off.

PRESENTATION 75%
A good few options, nice loading screen.

GRAPHICS 95%
Just like the arcade — ish.

SOUND 50%
Useful spot FX.

PLAYABILITY 65%
The deeper you go, the better.

ADDICTIVE QUALITIES 65%
Certain compulsion to see the landscape.

VALUE FOR MONEY 55%
Cheaper than 90 goes of the arcade game.

OVERALL 70%
Pretty graphics don't make an Accolade.


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FROST BYTE

Mikro Gen, £8.95 cass, £13.95 disk, joystick or keys

Far out in the infinite void of space, a world is spinning. A world that used to be green and healthy — at one time positively flourishing with trees, flowers and great lakes that provided sustenance for the various life-forms which resided there. Not far from this planet, now identified as **Cosmia**, another world was being drained of its life force by an odious race who took everything and gave nothing.

They were getting sick and tired with their existence on this miserable planet and decided to up-root and move house, well, planet. Meanwhile, back on **Cosmia**, the springy life forms, who inhabit **Cosmia**, were having a whale of a time, going boing, boing, boing all over the shop. Then, in one instant, the normally bright pink skies filled with lead — as if the sky had suddenly been populated with floating office blocks; a hatchway opened and a horrific light streamed out. It was the aliens come to take over this fresh, young planet. The Kreezers, once residents of **Cosmia**, ran, well — bounced, for their lives into every nook and cranny as they knew how much the invading force loved the taste of their soft rubbery flesh.

Another hole opened in the gigantic space ship and a long tube emerged. A massive vacuum cleaner which, with determination, sucked up, what it thought, was every last Kreezer. In fact they had not come to take up residence but merely to refuel their stomachs. However, a few of the invading force left the ship to make a new home on the planet deep in the icy caves. A few Kreezers had survived the suck 'n' blow job by retreating into the caves and were found there by the aliens. They were captured and locked up waiting for the appropriate dinner party to arrive. That was the end of the Kreezer race. So they thought.

One little Kreezer remains, its sense of survival so strong, that Kreezer is *Hickey*. You are *Hickey* — your quest is to rescue your mates and breed like wildfire to restore the strength of the Kreezer race. Kreezers are strange tube like creatures whose movements resemble those of the slinky toys, bending over and over in order to proceed. You begin in the entrance of the ice caves witnessing the aliens as they attempt to stop your life saving mission. You can boing in all directions onto platforms over dripping poisons, into all sorts of nooks and crannies. However inept a Kreezer may appear it has several astounding abilities — one is it's firing capacity, straight out of it's tube like body comes a deathbolt which proves very useful when defeating the opposition.

Hickey is capable of using three objects to extend his movement capabilities. These consist of small coloured diamond shaped 'sweeties' which *Hickey* will be only to happy to gobble up. Each one performs a specific function; a red sweet allows him to move with more spring in his step, a blue one to jump higher and a green one allows him to fall further without getting squashed. Each kind can be found scattered on the various platforms. To help you keep track of *Hickey*'s progress there is a useful status chart which, apart from recording the normal indication of lives, ammo and score, also shows Hickey's Twang level — this represents the time remaining before each of *Hickey*'s friends are swallowed by the marauding aliens. So off you go *Hickey*, rescue your mates. Boing, sproing, bounce, boing . . .

Richard — CRITICISM

FROST BYTE is my type of game, lots of platforms, and puzzles that you must learn as you proceed. The playability is just about right, a great mix of frustrating action with a hint of strategy. What tops the lot is the graphics and the animation of them, really superb — in a similar style to the EQUINOX lot. I like this game a lot and could play it all day in a vain attempt to complete it, it's so compelling. Hickey is a real cute character, destined to go further than that prat Stainless Steel, and I know what I want for Chrissy — a cuddly Hickey please!

Anthony — CRITICISM

Luvvly, Mikro Gen have thrown a goody into the pot. After the problems with STAINLESS STEEL we thought this one might suffer from the same bad playability, but instead the game is instantly playable. Each screen is a new challenge, which once overcome is easily done again, this makes it easy to get back to where you died the last time. The name Hickey seemed a little silly but the programming team explained that its other meaning was as close to FROST BYTE as they could get. Overall a classic that should become as well known as EQUINOX.

Mass — CRITICISM

FROST BYTE has simply got to be one of the most playable games around. Don't get me wrong, it's not easy, in fact far from it. The aspect of the game that makes it so playable is that once the procedure has been mastered, for a certain situation, it can be repeated without problems. It's the mastering that gives you so much satisfaction. The graphics, and especially the animation of Hickey's movements, is marvellous, and I love the way he springs around. The game has an affinity about it — once you start you can't stop playing it. A great game and a dinky character to suit.

PRESENTATION 90%
Great loading screen, and introduction.

GRAPHICS 92%
Very colourful, and well animated.

SOUND 85%
Tune on title screen, nice FX.

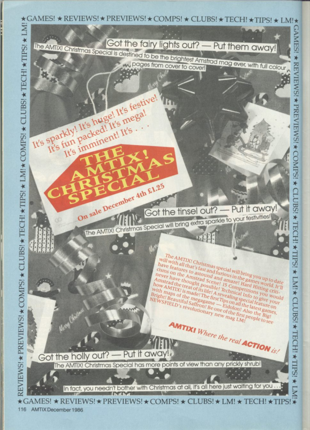
PLAYABILITY 87%
Great puzzles . . .

ADDICTIVE QUALITIES 88%
.. that will take a great deal of solving.

VALUE FOR MONEY 84%
Fair enough — fun for ages.

OVERALL 88%
A great little game that will have wide appeal.,


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IT'S A KNOCKOUT

Ocean, £8.95 cass, joystick or keys

This game was better known as **Jeux Sans Frontieres** as it was known before it became deceased some time last year. Six countries compete in a number of silly games all in a desperate effort to prove that they are the best at, er, well, playing ridiculous games. Pointless but great fun. On loading the scoreboard appears, minus gorgeous pouting Scoregirls, show the six countries consisting of Britain, Germany, France, Italy, Belgium and Holland. You are requested to enter the number of players and they individually select the country you wish to play for. If any countries are left unrepresented then their score will simply be displayed after their event, you don't have to sit and watch them build up a huge score after failing miserably. The programme (as in schedule) consists of six events, one of which is a marathon game. Each team plays the marathon game, not as a separate event but as a game at the end of each round.

Richard — CRITICISM

To think that I was looking forward to this game. I was a great fan of J S F, compulsive viewing and all that y'know! What have Ocean done to it, simply ruined it. This is cheap and nasty, ill defined graphics, jerky animation and hardly any sound at all. This game is a big pile of doodly squat — me no like at all.

GAME ONE
Flying Flans

Nice, messy game this one. A wall separates a large room, on the left hand side of the wall stand two men using a quickly made see-saw and a large mallet to catapult creamy, fruity flans over the wall. You are on the other side of the wall, dressed up in your waiter's gear, with the task of collecting the flans as they go flying through the air and take them through to the kitchen to be served to the hungry masses. As you collect more and more flans they will come over the wall at a quicker speed — but be careful not to drop any else they will splat on the floor making it incredibly slippery, and that makes life just that little bit more difficult.

GAME TWO
Harlem Hoppers

Off to Egypt for this episode, balls are rolled down a camel's back, all you have to do is catch them. Simple huh? Don't you believe it. You are on a length of elastic that pulls you away from the camel. As you run out of strength you will find it more difficult to get near the Camel.

GAME THREE
Titanic Drop

The Titanic is rapidly disappearing into the murky depths, four people are trying to make their escape down a lifeline and land in a lifebelt. There are four lifebelts whose colours vary, as does the points depending on which one you land in. It's up to you to decide when they should jump from the life line.

Anthony — CRITICISM

Yes once again from Ocean — It's a Cop Out. This has just got to be their worst effort to date. Mind you I didn't think that a game that depends so much on team participation would convert to a computer anyway. The graphics are nothing less than awful. Several unprintable words sprung to mind when playing this game but we can't print them. Overall a game that should never have been released.

Mass — CRITICISM

Ha, ha, ha, ha, ha. God this game is awful! The graphics and animation is bad and the sound is minimal. The events are pathetic, and no matter how hard I tried to score points the computer run teams always ended up with three or four times my measly score. Ocean have really taken a dive releasing this game. An It's A Knockout simulation? No John!

GAME FOUR
Diet Of Worms

Two gigantic Chickens wander around a farmyard positively bursting with worms that come popping out of the ground. Once you've got a worm pop it into your tub of worms. Your wormy total is shown at the bottom of the screen.

GAME FIVE
Obstacle Race

Back to the old decathlon joystick wiggling type game here as you run down a course filled with various objects that may knock you over, slow you down or just plain get in the way. The screen shows two races, you control the above display while the computer takes control of the bottom half. The distances run are shown at the bottom of the screen.

MARATHON GAME
Bronte Bash

A prehistoric setting for this game, six craters form a row in the ground. From these craters Brontasauri will appear. All you have to do is to move the weight that is suspended above them and squash them with one fair swoop. The more you squash the quicker they disappear back down the hole from whence they came.

PRESENTATION 29%
Poor representation of the real thing.

GRAPHICS 45%
The games only high point, and even then they are not much cop.

SOUND 21%
Almost non—existent.

PLAYABILITY 33%
Bit of a waste of time, you never win.

ADDICTIVE QUALITIES 25%
One game you will quickly forget.

VALUE FOR MONEY 20%
It will help fill the shelves.

OVERALL 24%
If you buy it you'll regret it!



THE APPRENTICE

Mastertronic, £1.99 cass, joystick and keys

Life isn't easy for a trainee wizard, what with mixing potions and scrubbing out the cauldron. Unfortunately, you've been slacking and have fallen behind in your studies, so to save face and prevent yourself becoming the class dunce you have locked yourself away with your spell books. Whilst reading through your mystic text you discover a long since forgotten incantation, and being the inquisitive sort of apprentice you are, you give it a wiz. To your utter horror the spell turns out to be disastrous and you discover that your world has been plunged into evil chaos. You, and only you, can avert the catastrophic consequences and restore peace and tranquility to your beloved world. Your task, oh mystic mishap, is to locate and recover the ten blue magic rings and only then can your world return to normality.

On loading you are given the usual keyboard, joystick or cursor keys options and also an option to change colour, allowing for green screens. Pressing fire commences the game.

You find yourself, clad in a shimmering wizard's garment and clutching a sparkling wand, in the catacombs of a misbegotten world. As you set out to retrieve the all powerful blue rings you discover that your quest is not just a case of exploration, for hoards of nasties, quite happy in this evil environment, are rather disgruntled with your attempts to restore serenity and are determined to stop you. These meanies, which come in various forms such as harmless looking birds, plodding fat dragons, monk like ghosts, and chomping demon heads and skulls roam around, blocking your path. These must be duly disposed of with a zap from your wand, for just one touch from them will sazzle you and a loss of one of your three lives will incur. If that wasn't enough there are also inanimate objects; arrows, spinning axes and camp fires which do much the same.

On your travels you will encounter ten wizards who must be bribed with treasure chests and the like to get them to perform spells which give you access to hidden screens which contain the aforementioned blue rings. But wait, you too can perform spells having first collected a scroll, of which five can be found lying around, which enable you to open hidden doors if used in the correct place. Four of these scrolls must be used if the game is to be completed.

The problem with THE APPRENTICE is we've seen it all before, something called SORCERY, I think. However I, and I must have been the only one, was not gripped by SORCERY and that is probably my reason for disliking this game. But, if you were a fan of that age old game then this cheap equivalent may appeal to you. This game really does nothing for me and my humble pleasure circuits but still, it will have a certain appeal.

At the top of the screen there is a parchment type window which shows the score amassed and the time remaining, which counts down from 500. Just below that, under the appropriate icons, it informs you of how many rings have been collected and the number of lives left. If you fail in your quest you are told, by various rhymes, how many rooms you have entered and how many rings you have collected etc. If you have amassed sufficient points then you merit a place in the hall of wizardry fame. Good luck Mystic Mercenaries! You'll need it.

Yet again Mastertronic have released what I feel to be another above average budget game well worth it's meagre price of £1.99. The colours are nice and bright and the sprites move around quite effectively. But, unfortunately, I do have one little moan; I don't consider three lives sufficient to complete the game, and when you do get zapped by one of the many nasties you re-appear in the exact same spot. This, more often than not, causes you to inadvertently lose all three lives as you keep reappearing on the same nasty if it hasn't by then moved off. Apart from that THE APPRENTICE is a cheap game well worth taking a peak at.

Presentation 52%
Neat and concise.

Graphics 64%
A bit naff in places but very colourful.

Sound 45%
Dinky tune, limited FX.

Playability 68%
Smooth but lives are easily lost.

Addictive qualites 58%
Frustrating but well worth a go.

Value for money 63%
Excellent entertainment for two quid.

Overall 62%
Well worth the asking price.



REVIEWS

CERBERUS

Players, £1.99 cass

Life isn't easy for a space pirate wandering round the far reaches of the known universe trying to earn a somewhat vagrant living. And it's even harder for you, as you are the captain of the *Cerberus*, the most infamous of all pirate craft and giving the rebellious crew happy is a task on its own. OK, so holding the odd princess to ransom or hijacking a cargo ship every light year or two goes someway to keeping the crew happy but what is really needed is the big haul.

As luck should have it you have just had a call on the hyperphone from the captains of the other pirate ships informing you of a crimpled freighter said to contain the gathered riches of the Empire. As you well know an opportunity like this is not to be missed, so you set off. Coming out of hyperdrive you observe the seemingly defenceless freighter and decide to go in for the quick kill when suddenly, avast, you find yourself surrounded by the Starfleet Police.

You quickly realise that the blighters that were once your allies have sold you out to ships in blue for their own means. As captain of the Cerberus you, your crew and your ship must now fight — alone.

On screen you have four lives in which to dispose of the oncoming waves of police craft, each consecutive wave employing different tactics of dodging your fire. If the police prove to slippery to hit why not use your ultimate weapon — the smart bomb. A weapon which destroys any craft on screen (except your own of course). Beware of meteorite storms, they come when least expected.

> Whoever designed the graphics for this game is well on their way to making a fortune if only they can find a decent game to apply it to. CERBERUS is okay, definitely a compelling challenge, but to be honest it does very little for my pleasure circuits; all a bit too difficult for my liking. Never mind, the graphics, as I said, are excellent and the FX are well implemented. Well, worth checking out.



> **Ahoy landlubbers, a real swashbuckler here me maties. Although CERBERUS is along the same lines as NUCLEAR HEIST (blasting the bad guys or good guys — it depends on how you see the police really) it just goes to show what colourful well defined graphics do for a game. And it's the graphics on this game that makes it so pleasant to play. Being able to trust up and down the screen and the added bonus of a smart bomb makes the game play that much more interesting. I like it!**

Presentation 65%
It's nice to be the bad guy.

Graphics 85%
Excellent for a budget game.

Sound 25%
Poor — its only downfall.

Playability 60%
Blowing up cops — great fun!

Addictive Qualities 65%
It will have you coming back for more.

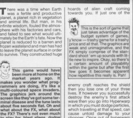
Value for money 75%
A lovely game, well worth buying.

Overall 72%
A great budget game.



NUCLEAR HEIST

Players, £1.99 cass



There was a time when Earth was a fertile and productive planet, a planet rich in vegetation and animal life. But man, in his infinite wisdom, fouled the atmosphere with his factories and cars, and failed to see what would ultimately be the Earth's fate. Now the planet is reduced to a barren and frozen wasteland and man has had to leave the planet surface in order to survive. They constructed huge underground complexes, and the only thing man had left to sustain life in these subterranean cities was Uranium — the vital fuel source.

In the far reaches of space, on the other side of the galaxy, there is the planet, Taroid, a planet with no remaining mineral deposits. The inhabitants of Taroid know of the deposits of uranium on earth and have launched on offensive against our planet. If they succeed, civilisation, as we know it, will be destroyed for ever and the people of Earth? Who knows?

With the aid of the most sophisticated fighter helicopter of the time, your task is to protect the nuclear power planet at all costs. Your orders — SHOOT TO KILL. All will perish if you fail.

You find yourself in front of Earth's defence shield, with hoards of alien craft coming towards you. If just one of the enemy craft reaches the shield then you lose one of your three lives. If however you successfully destroy the enemy's first attack wave then you go into Hyperwarp in which you must dodge particles, which travelling at that speed, can cause untold damage to your chopper. Once out of hyperwarp you then face the aliens second attack wave and so on.

> **This game would have been more at home on the market years ago. It makes you wonder what programmers are doing, it's like a multi-coloured space invaders. The graphics jerk around the screen like they've got some terminal disease and the tune lasts about five seconds flat. Oh and what about the FX, what about the FX? There's not even much to play for, blast aliens, dodge dots, blast aliens, dodge dots and that's your lot. Deary, deary, me what a waste of a tape.**

> This is the sort of game that just takes advantage of the budget system of games, y'know — trashy game for a trashy price and all that. The graphics are weak and unimaginative, and the FX simply comprise of the standard shoot 'em up sounds with little new to inspire. Okay, so there's a certain amount of playability within the game but after the first few goes it becomes apparent how repetitive this really is. Pah!

Presentation 30%
What year is this?

Graphics 25%
Mr Jerky.

Sound 15%
Poor to say the least.

Playability 35%
Haven't I done this before?

Addictive Qualities 20%
None to speak of.

Value for money 25%
You could always use the tape as a streamer.

Overall 25%
Originality, what's that?

TROLLIE WALLIE

Players, £1.99 cass, joystick or keys

Poor old Wallie, there he is sitting at home all comfey when he begins to feel a bit peckish. So off he tramps to the larder in search of some yummy delicacy, ohh, now let me see — a nice bowl of crispy flakes?, mmmm, yes. But calamity has struck, when he got there the cupboard was bare! (There's a song in there somewhere).

So it's off to the supermarket for old Wallie, with trolly in tow. On his list are forty items, unfortunately his small basket can only hold five objects at any one time and so he will have to make several trips to the shopping centre, stopping at the cash desk each time he collects a total of five objects. However, this is no normal store, not the sort you'd find in any old high street no, by golly. This store is laid out in a way that is specially designed to confuse the poor shopper, like a maze with many platforms and escalators and all kinds of nasties roaming all over the place.

If, by some bizarre chance, you feel that you're getting lost then you can climb into a spaceship and get transported back to the start. Sometimes you may feel that you can progress no further but on examination of your location you may locate a switch that, when thrown, will open up a secret passage allowing you to get more food to pump into your fat belly. Trollie has five chances in which to prove himself as shopper of the year, so once he has collected all forty items and you've totted up your score, say "Thank you Trollie Wallie — now go back and get some more!"

If you don't already know this game was originally released on the Commode 64 some time back, it has suffered a bad conversion and I don't like at all. I think that, most of all, it's the playability that is lacking — or maybe it's the addictive qualities as I didn't feel compelled to return to it again. The sound, on the other hand, is a superb rendition of a John Michel Jarre track, but then, you can't buy a game just to listen to the music, can you?

For someone who's supposed to do the family shopping, Wallies an ugly looking doobry — but that's not important right now. The music for this one is really catchy, it's a shame the game doesn't have the same effect. The gameplay seems a trifle slow and lives are easily lost. The graphics, though not bad, are rather unpredictable with glitches appearing for no apparent reason. Great music, bad playability.

Presentation 55%
Fair enough for a budget.

Graphics 45%
Not bad but nasty glitches here and there.

Sound 78%
Great Jean Michel Jarre track.

Playability 25%
Sometimes it can be a hit and miss affair.

Addictive Qualities 23%
Not exactly compelling.

Value for money 30%
A bit dodgy really . . .

Overall 32%
Might appeal, only not much.

KILLAPEDE

Players, £1.99 cass

Professor Pyphont, scorned and ridiculed by his fellow Biochemists for his scientific experiments with insects, has now spent three years locked away in his secret laboratory. His experiments are nearly complete.

One day, whilst merrily delivering your papers, you are distracted from your work by a terrible unearthly crash and quickly run to the scene of the commotion. On arrival you find the professor's lab with a huge hole in the side, you cautiously enter. Broken glass and crushed instruments are strewn across the floor and on the table, an open diary. "I have finally succeeded in altering the genetics, the insects are increasing in size at an enormous rate. I am afraid of the awesome power I have created so to combat them I have constructed a rapid fire poison knife gun, this is the only thing that can . . . Oh no..AAARRRGGHHH".

Looking round you find the gun and decide to search out and destroy these nasties — for the sake of mankind and all that. On loading the game you find yourself at the bottom of the screen. A killapede appears at the top and starts making it's way across the screen. Each time it reaches the end of the screen or encounters a mushroom, of which there are many scattered around, it drops down a line, thus getting closer to you. You must stop the killapede before it reaches the bottom by firing the knives at it. Each time it is hit it splits into two, hitting the head scores double.

The mushrooms can also be eliminated by hitting them four times. As well as the killapede there are a variety of other creatures that must be avoided or disposed off. Spiders and ants hop along the bottom and fleas drop

No time to hang around with this game, it's all action. Half the fun is in trying to keep the screen free of mushrooms, for if you let them accumulate you'll have trouble killing anything. The graphics are very neat and colourful and it actually talks to you, even though it's somewhat limited. A nice, fast, reaction orientated game. I like it.

Yeah, okay, it's not bad, but this style of game went out with the Ark. Pepping it up with some colourful graphics and a few renderings of speech isn't really going to make all the difference when it comes to playability. KILLAPEDE has some qualities going for it that may appeal to any fan of the arcade original, but for me I've seen it all before and don't particularly like any more.

Extra lives are awarded every 10,000 points and huge bonuses are given if you hit the large butterflies that occasionally wander across. Beware, for if you let the killapede reach the bottom, a ghost appears and makes its way down. The only way to get rid of it is to kill the killapede — not as easy as it sounds.

Presentation 67%
Nice title screen, good sound.

Graphics 45%
Functional, rather than over pretty.

Sound 60%
Nice speech, good FX.

Playability 56%
As playable as this type of game has always been.

Addictive Qualities 68%
Strange compulsion to keep playing.

Value for money 70%
Very good, for a budget.

Overall 68%
A neat and cheap variant on and old theme.


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DANGER MOUSE IN DOUBLE TROUBLE

Creative Sparks, £1.99, cass

London has been enjoying two weeks rest from the evil activities of Baron Silas Greenback. Danger Mouse and his ever faithful companion, Penfold were relaxing in their Mayfair penthouse flat, in a pillar box in Baker Street (Do what?), when suddenly there's a crackle of the video phone — it's Colonel K, head of security.

Colonel K informs DM that news has just come in from Crocodillian intelligence, that for the past fortnight Baron Greenback has been in the jungle building a 32K RAM DMOS ROM electrically erasable micro-mouse hardware unit. For all those who don't know what it stands for it's the Robot Artificial Mechanism, Danger Mouse Operating System, Really 'Orrible Mouse. A creation that can tap DM's mind and extract valuable security information that will help Greenback in his quest for world domination yet again.

To stop Greenback DM must make his way through three sections. The first sees DM in his aerocar, flying towards the jungle. Various robots are sent out to stop him, these must be duly disposed of, but you must make sure you don't accidentally kill agent 57 disguised as one of these robots. The second is set in the jungle. Here DM must leap over swamps, using crocodiles as stepping stones and climb to the top of trees when chased by mouse eating Pumas,

This game is rather well presented with a neat little story line to it and the solution to each section is near enough given to you. Unfortunately once loaded it was something of a let down. Even for a budget game I expected better graphics, which on the whole were pretty poor, and the sound isn't worth mentioning. The game is unbelievably short and I had completed it not long after I started. Not very taxing at all.

DANGER MOUSE IN MAKING WHOOPEE

Creative Sparks, £1.99 cass

Whilst in the middle of a well earned holiday Danger Mouse, being no ordinary mouse, sensed something was wrong. Sure enough there was a knock at the door, it was Colonel K, head of security. It was all bad news, the Colonel had caught wind of Greenback's latest scheme, Penfold had been kidnapped and was being held captive. Intelligence reports stated Greenback and his henchmen was busy manufacturing enough whoopee cushions to cover every seat in the United Nations, thus causing so much embarassment and chaos in the next meeting that the Baron could achieve his ultimate dream of world domination. The Baron's factory is located in the windy city of Chicago.

In addition to the whoopee cushion factory the dastardly toad has built secret gas manufacturing plants and a number of electricity stations. Single handedly the dashing DM must negotiate his aerocar through the streets of Chicago, depicted as 3D tunnels which move as you waggle the joystick, locate the secret plants and shut them down. However, he may find some of the roads are blocked by various objects placed there by the Baron to hinder DM's progress. Once the plants have been shut down DM has to make his way to the whoopee factory where he must get hold of a Pointed Imploding Needle (PIN) to puncture the cushions before they are shipped to the UN and, of course, rescue Penfold. Will DM deflate the inflated, or will the UN end up in a raspberry surprise? It's all down to you!!

Hmm, yes, well what can I say? Actually I'd rather say nothing but I suppose I'll have to. I'm not quite sure what it is about these Danger Mouse games, perhaps it's just me, but I find them totally and utterly monotonous. There we are I've said it. The graphics are reasonable but the sound FX is no more than a constant rumble (in the aerocar that is). It's overall mildly presented but it bores me stiff. I really love DM the cartoon but if I carry on playing these games I think I'll go off them for life.



Me? I never have liked this game, even when it came all those aeons ago on the antique Spectrum. And, to be quite honest, time hasn't healed its wounds. The graphics are still poor and badly implemented as they were all that time ago. Nope don't like this in the slightest, next game please . . .

not nice things y'know. The final section is in Greenback's lab where DM must turn off a sequence of yellow lights by hopping onto the correct button and balancing on his index finger. All this to stop Greenbacks creation from ever hitting the streets. Of course wherever DM goes Penfold will follow, pesky little hamster.

Presentation 50%
Far too easy.

Graphics 35%
Yuchy.

Sound 30%
FX, what are they? Dinky tune though.

Playability 25%
Wake me up when I've finished it.

Addictive Qualities 15%
About as addictive as stabbing yourself.

Value for money 25%
Well, it fills up the shelves.

Overall 30%
Much, much, much too easy!!!

I'm on the edge of my seat with excitement, with awe, totally spellbound. Okay, so I'm lying. DM, as I remember him, was fun, jolly, witty and most of all had very stylistic drawings. These have all been totally lost in the murky depths of the Amstrad conversion. The driving is the worst of the lot with jerky graphics that do very little to inspire. Personally I could have more fun with a real whoopee cushion. Raaaassssspppp!

Presentation 15%
Oh, that's what they call it.

Graphics 23%
Well, there are some.

Sound 23%
Groove along to the funky sound track, I think.

Playability 17%
No comment.

Addictive Qualities 12%
Absolute zero, need I say more?

Value for money 30%
Four times the price of a blank tape and that's all it's worth.

Overall 14%
Pass. Next question.

BIGTOP BARNEY

Players, £1.99 cass

Being a world famous mega star circus clown isn't all fun and games you know. Take for example tonight, your reputation has spread world wide, and you have pulled the biggest crowd ever seen under one Big Top. They are all waiting for you and the four acts you are to do. Will you be able to exhilerate the audience or will you make a complete and utter plonker of yourself and probably die doing so.

Act 1 (easy) — Here Barney must walk 100 metres along a tight rope (with no safety net — how brave) somersaulting over chimps

BIGTOP BARNEY is an okay sort of game, well when you take into consideration the price. Although there are four acts, they revolve around the same thing — Barney jumping onto or through something. Not much variation here. I also found that the so called easy act, was not very easy at all, in fact I found it quite difficult. I only managed to complete it twice out of scores of attempts. Much, much too hard a game.

and jumping through blazing hoops. He can also leap up and collect the odd money bag for extra points. One slip and he's a goner.

Act 2 (okay) — Barney must collect ten balloons arranged on a network of platforms. He can run at double speed, climb stairs and also jump straight up onto the next level, but be careful as some of these movements can use up his stamina. Also beware of Otto — the strong man and the beach ball left by the seals, as they can foil the act.

Act 3 (hard) — Barney rides a unicycle over a 1000 metre long assault course of wooden platforms. Barney must leap off his cycle, bounce on the platform and then back onto the cycle. If he hits the platform he falls off, he also

I don't think I've ever seen a good circus game on the Amstrad, and I don't think I have now. Well, it's not bad but what frustrates me is that every time one of your lives go down the drain you've got to go back to the start of the section. It's Ok for a budget but nothing mega, check it out if you feel the urge.

loses a life if he fails to bounce on the platform. The more bounces per leap the more points scored.

Act 3 (hardest) — On a platform high above the crowd is Chester the Lion cub, locked in a cage. Barney must collect six keys to free Chester. To to this he can use trampolines, conveyor belts and trapezes that swing to and fro. If that wasn't enough, he must make sure he dodges the fiery produce of the fire eaters.

Presentation 55%
Nice options for extra lives, difficulty levels and so on.

Graphics 42%
Adequate.

Sound 30%
The few odd effects, and the roar of the crowd.

Playability 35%
Frustrating and much too difficult.

Addictive Qualities 45%
Well, it takes a while to get through all the acts.

Value for money 46%
Not much of a game even for under two quid.

Overall 45%
What I call a budget budget.

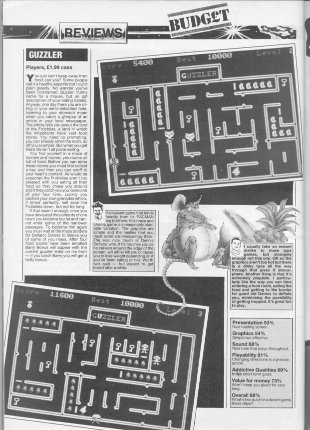
GUZZLER

Players, £1.99 cass

You just can't keep away from food can you? Some people call it a healthy appetite but I call it plain greedy. No wander you've been nicknamed Guzzler (funny name for a mouse, but an apt description of your eating habits). Anyway, one day there you are sitting in your semi-detached hole, listening to your stomach moan when you catch a glimpse of an article in your local newspaper. The article tells you about the land of the Frobblies, a land in which the inhabitants have vast food stores. You need no prompting, you can already smell the nosh, so off you scamper. But when you get there life isn't all plane sailing.

You find yourself in a maze of tunnels and rooms, yes rooms all full of food. Before you can enter these rooms you must first collect a key and then you can scoff to your heart's content. As would be expected the Frobblies aren't too pleased with you eating all their food so they chase you around and if they catch you you loose one of your four lives. Luckily you packed your stun grenades which, if timed perfectly, will slow the Frobblies down, but not for long.

If that wasn't enough, once you have devoured the contents of one room you become too fat and cannot enter some of the narrower passages. To become thin again you must wait at the maze borders for Deflator Dennis to relieve you of some of you mass. After four food rooms have been emptied Barry Bonus will appear with the current guzzler letter on his front — if you catch Barry you will get a hefty bonus.



A pleasant game that lends heavily from its PACMAN big brothers, this maze and chomp game is a reasonably playable variation. The graphics are simple and the nasties that you must avoid are reassuringly thick. The real nice touch is Dennis Deflator who, if he touches you as he careers around the edge of the screen, will either kill you or cause you to lose weight depending on if you've been eating or not. Worth two quid — but expect to get bored after a while.

I usually take an instant dislike to maze type games, but strangely enough not this one. OK so the graphics aren't too hot but there is a dinky tune all the way through that gives it atmosphere. Another thing is that it's extremely playable. I particularly like the way you can time entering a food room, eating the food and getting to the border for good old Dennis to deflate you, minimising the possibility of getting trapped. It's great fun to play.

Presentation 53%
Nice loading screen.

Graphics 54%
Simple but effective.

Sound 68%
Nice tune that plays throughout.

Playability 81%
Changing directions is a precise action.

Addictive Qualities 69%
In the short term good.

Value for money 73%
Won't keep you glued for very long.

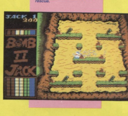
Overall 68%
What's two quid for a decent game these days?



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PREPARE YOURSELF FOR A JACK ATTACK!

Hedgerow life? It's not the sort you'd really expect though. No matter, Jack's on the way to the rescue.



Bombjack, although not a remarkable program, certainly drew the attention of the masses when released earlier this year. Elite, well pleased, obviously want to offer up some more of the same, well, same-ish. **Bomb Jack II** is an odd but interesting concept that in some ways is a departure from the standard *Bomb Jack* format. Your view of the action is looking down into an earthy pit in which several hedgerows are growing, however the pit also provides a home for some rather pesky squatters in the shape of foul green monsters which stomp up and down the hedges totally ruining them for all the cute little wild life that may wish to inhabit them at some point.

Jack has been recognised as a hero when it comes to ridding the world of bombs and so has been requested to clear the monsters from the pits. ''Hmmmm,'' thinks the crusading one, ''Bombs can't be much different to nasty ol' monsters, so what the hell? I'll go for it!'' Off he trots to get rid of these pesky monsters.

Still in possession of his wonderful powers of leaping he leaps from hedge to hedge with ease and pushes the monsters until they finally fall of the edge of the hedge and tumble to their doom. Once all the monsters have been disposed of a glowing bag of gold appears and for a big bonus it must be collected. From the pit he is drafted in to sort out a similar deep in the realms of outer-space, again gold is his aim. The graphics are presented in a style that any Jacker will recognise, as is the sound with the distinctive FX that made *Bomb Jack* such fun to play and listen to. Elite are still working on the new game, getting all the fiddly bits finalised and it is set for release in the near future. Oh, and it's probably not a good idea to stare at the title screen too long, does strange things to the eyes!!

RICHARD EDDY

TAKE UP THE CHALLENGE TO BECOME A FIRELORD

The latest game to emerge from the Hewson stable is **Firelord**. It was originally designed by Steve Crow but has been converted over onto the Amstrad by Keith Prosser. The arcade adventure is set in the land of Tarot, way, way back in the Medieval ages. You play the intending Firelord, Sir Galaheart, who must strive to save the land form the treachery and general all round nastiness of the evil Queen, using firepower, skill and an immense amount of cunning.

Sir Galaheart's quest is to collect all the elements of a spell of eternal youth and trade them for the firestone. The reason for his quest lie in the fact that the nasty Queen has tricked the Dragon into parting with the Firestone and is currently terrorising the locals with terrifying fireballs. There are many characters within the game who interact with Sir Galaheart, he can meet them and even trade with them. The peasants know the villages and forests well, and although they are half witted, can prove quite useful when it comes to navigations. Travel may be arranged by paying the Gate keeper a toll, though if you are sneaky you might be able to con your way through.

There is a great deal to learn in the games, especially learning how to react with the characters, for example justice is administered by the Reeves, who may prove helpful if they are treated with respect, and the captured Princess Eleanor will obviously look kindly on those who attempt to rescue her.



Firelord from Hewson will be fully reviewed in the Christmas special of AMTIX!

RICHARD EDDY

ENTER THANATOS THE DRAGON



Durell is a company whose name is no stranger to the hardened Amsters ears — and a company that is well known for its high tech, high speed games with releases such as *Combat Lynx*, *Turbo Esprit* and *Saboteur* to name but a few. Well it would seem that Durell's ace programer, Mike Richardson, has become bored with the fast life and the Arnold will soon be getting a new but less hurried graphic character named **THANATOS THE DESTROYER**. Now although Thanatos is no Arnold Schwartzeniger, (after all he weighs several tons, is very old, very green and suffers from spontaneously combusting halitosis) he could easily look at home in one of Schwartz's Barbarian-type films. Yes, Thanatos is a Dragon and in the game he must rescue the beautiful enchantress Eros from the evil clutches of a Lecherous Lord who has imprisoned her within his castle. Thanatos flies, walks and swims as he fights his way to release a sumptuous sorceress.

The gently scrolling land that he must cover features a paralaxing technique that Mike has called Superduperpanoramascope where the impression of near objects moving past faster than the more distant ones has been achieved by plotting the movements individually.

"Not the easiest way of doing it, but probably the most effective" as Mike put it.

We certainly liked it, along with the breath weapon and the claws that Thanatos uses to defend himself as he trogs along the screens avoiding or fighting off attacks by foot soldiers, pumas, knights with lances, and even giant spiders (yeccch!) Thanatos must restore to the sorceress all of her worldly goods which have been secreted in other castles and with varying levels of skill.

Because the game is in such an early stage of conversion we are only able to use a screen shot from the Spectrum version.



Thanatos should keep you glued to your screens for quite a while. Oh,and by the way, if you should think that Thanatos seems a little too well behaved for a dragon, he replenishes his breath weapon not with the odd sack of coal and a couple of fire-lighters but by eating a fair damsel! Well, after all, Durell are only human . . . aren't they?

GARTH SUMPTER

NOT A CHIMPS TEA PARTY . . .



Tony Crowther although reigning fairly supreme on the Commodore is now turning his talents towards the Amstrad to produce a 200 screen arcade adventure.

Kettle from Alligata is a interactive action game which simply consists of two screens. The top screen is controlled by player one and the bottom one by the second player — yep, a real two player game if ever I saw one. You are armed with an ancient but very proficient weapon known as the **Crizza** which you must use to the best of your abilities if you are intending to complete the game. Not much to tell you about at present but here are a couple of shots for you to ogle. Meanwhile I shall leave you to think about the features which include, Bowels, bubbles, tin openers, pipes. . . . Interesting.

RICHARD EDDY

STRAIGHT FROM THE ARCADE: IKARI WARRIORS



Here we see our old mate, Ikari, in desperate search for his General, and just look at that undergrowth. David Attenborough would have a field day!

The SNK Corp are here! Who? SNK, the chaps who make Arcade games. Hummm, exactly — not really a household name is it? Not like Atari or Sega. But who's to say that they can't produce excellent games though? Not me, because **Ikari' Warriors** is really a superb arcade game, now Elite have moved in like sharks and snapped up the rights and are presently converting it onto our beloved Amstrads.

The action takes place in a dense jungle where you just happen to be taking a quiet walk. Suddenly your radio goes buzz, buzz, crackle, muffle, and you hear an urgent report. Apparently your General has been ambushed by enemy forces and is now being held captive in his own base. Your mission is to penetrate once familiar land, which is now populated by the evil one's minions, and rescue the General. You begin, on foot, tramping though heavy undergrowth with only a pistol to protect yourself with. As you proceed you will come across attempted enemy ambushes. It's up to you to blast them into the middle of next week.

In your path you come across the odd abandoned tank which you can happily jump into and wheel off for a certain part of your journey from where you can launch the most effective of weapons. While on foot you will have to watch out for mines and the like which will cause untold havoc to your progress.

With work nearly finished on **Ikari Warriors** it'll be with us in time for the Christmas special where it looks sure to be a good one judging from what we've seen of it so far.

RICHARD EDDY

ARE YOU MAN ENOUGH TO JOIN THE SAS?

Some years ago I remember going along to the local flea pit to watch a film all about the Special Air Service or SAS as they are known. The film dealt with a situation where terrorists had taken over the American ambassador's country mansion in Britain. I thought at the time that sooner or later someone would develop the idea as a computer game and in fact Mikro Gen plan to bring out a game in time for Christmas entitled **SAS STRIKE FORCE**.

Described as a cross between an adventure and a good shoot em up, with a leaning towards the latter, the game consist of four stages which are almost mini games. The first one involves an isolated farm house which is being used as a training centre for a group of terrorists. Large amounts of arms and ammunition are thought to be stored there as well. You and your team have been trained by the SAS and have to go in and capture the terrorists who are thought to be armed and dangerous!

Having dealt with that situation your next task is to re-capture a military establishment which has been penetrated by more terrorists who are holding hostages and demanding the release of colleagues who are in prison.

If you're a supercool expert you will progress to the third task, dealing with a situation where an embassy has been infiltrated by yet more terrorists who make impossible demands and then threaten to kill hostages after a certain deadline.

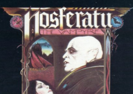
Finally you have to lead a team against terrorists who have taken over a nuclear power station. You have to free the hostages and defuse a bomb which is threatening to spread radioactive fal out all over Britain. Very nasty!



SAS STRIKE FORCE sounds an interesting game and I look forward to seeing a finished copy in the not too distant future.

MALCOLM HARDING

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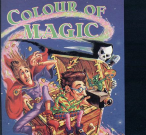
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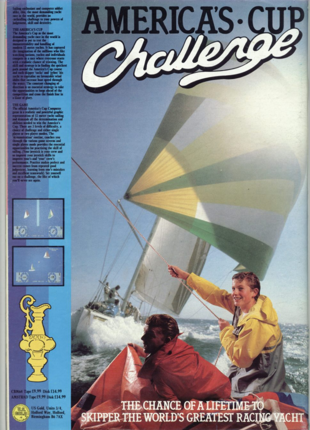
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